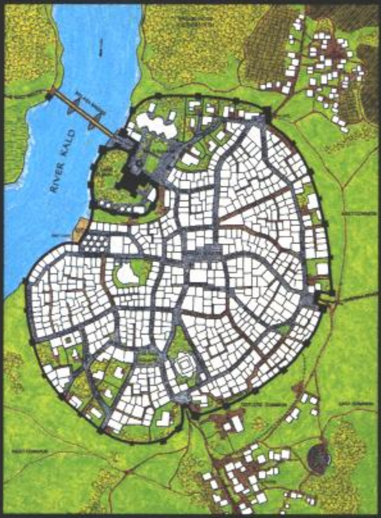
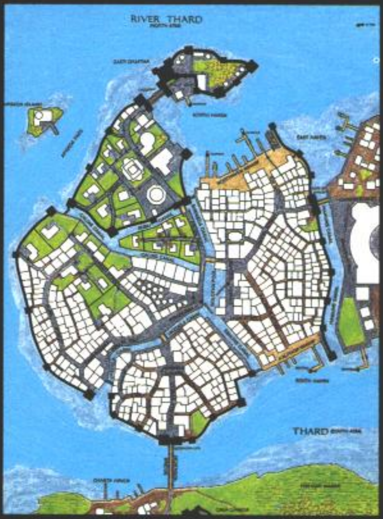
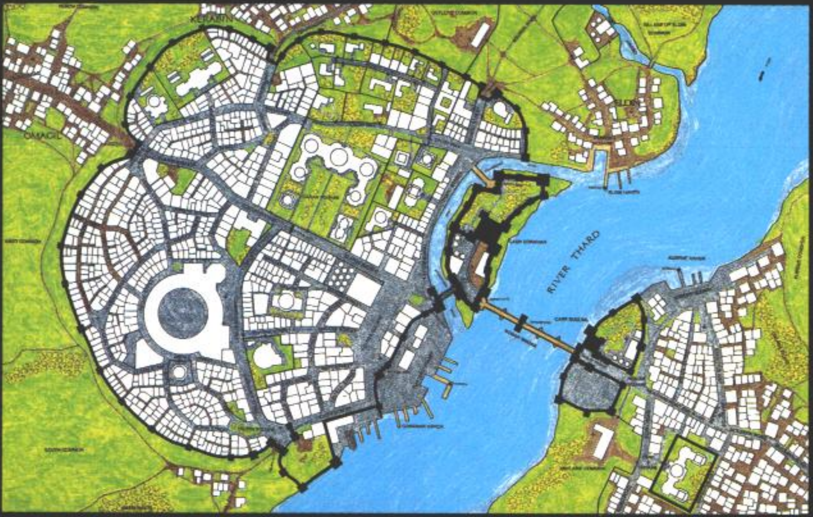
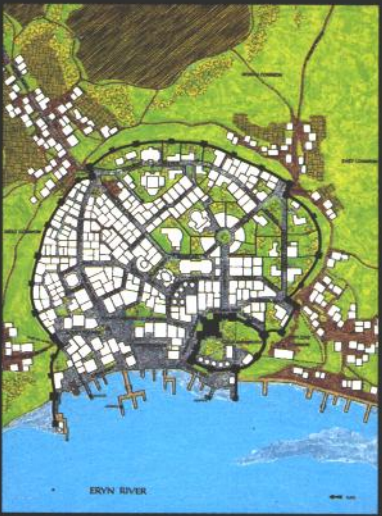
CITIES OF HÂRN™

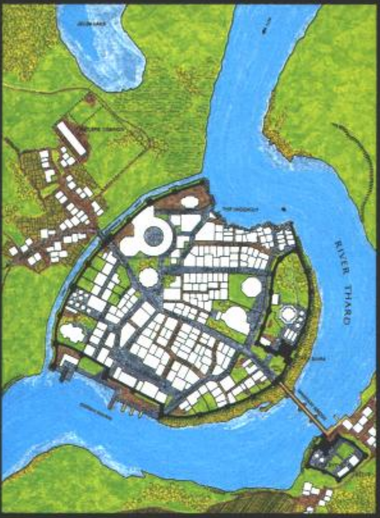
RIVER HORKA




RIVER THARD
THARD


RIVER THARD




RIVER THARD

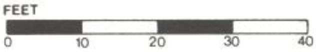
GULF OF LIMONE
RIVER TUVEN

The seven major cities of Harn in one module. Includes: seven full colour maps of Aleath, Cherafir, Coranan, Golotha, Shiran, Tashal and Thay; player maps; and gamemaster maps with index and guide to each city.

COLUMBIA GAMES INC.

#5002

INTERIOR KEY



- PAVED SURFACE (STONE FLOOR)
- WOODEN SURFACE
- EARTH/MUD SURFACE
- SANDY SURFACE
- GRASS/LAWN /MEADOW
- WATER

- TREE
- BUSHES/ HEDGE
- HAY/FODDER /Etc.
- RUBBLE

- RUBBLE WALL
- STONE WALL ■ ●
- LOW STONE WALL UNDER FIVE FEET
- DAUB AND WATTLE WALL
- LOW DAUB & WATTLE WALL UNDER FIVE FEET
- WOODEN WALL
- LOW WOODEN WALL/FENCE UNDER FIVE FEET
- RAMMED EARTH WALL
- IRON BARS
- RAILING OR BALUSTRADE
- POST & RAIL FENCE
- LATTICE PARTITION
- TAPESTRY OR CURTAIN

- DOORLESS PORTAL
- WOODEN SWING DOOR
- IRON BOUND DOOR
- IRON GATE
- FALSE DOOR
- SLIDING DOOR
- POCKET DOOR
- PORTCULLIS
- SECRET DOOR MECHANICALLY HIDDEN SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE
- SECRET DOOR MAGICALLY HIDDEN SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE
- TRAPDOOR IN FLOOR
- TRAPDOOR IN CEILING
- IRREGULAR HOLE IN WALL
- ARROWSLIT
- PEEPHOLE
- WINDOW
- GLAZED WINDOW
- BARRED WINDOW
- WINDOW SHUTTERS

LOCKING DEVICES

USED ON DOORS, WINDOWS, TRUNKS, ETC.

ALL SHOWN ON THE SIDE(S) THEY ARE ON, OR CAN BE OPERATED FROM

- **Latch**
- **Wooden Bar**
- **Iron Bar**
- **Iron Bolt**
- 7 **Lock** RATED FROM 1 (WORST) TO 9 (BEST)

- STAIRS ARROWS ALWAYS POINT DOWN
- SPIRAL STAIRCASE UP ONLY
- SPIRAL STAIRCASE DOWN ONLY
- SPIRAL STAIRCASE UP AND DOWN
- LADDER LADDER UP ONLY
- LADDER LADDER DOWN ONLY
- LADDER LADDER UP AND DOWN
- SLOPING SURFACE ARROWS ALWAYS POINT DOWN
- +78 SPOT ELEVATION HEIGHT ABOVE "0" LEVEL
- 50 CEILING HEIGHT (SHAPE OF CEILING MAY BE INDICATED)
- OPENING IN CEILING
- OPENING TO LOWER LEVEL (HOLE IN FLOOR)
- OPEN FLOOR & CEILING
- BUILDING OUTLINE MAIN FLOOR/LEVEL, FOR REFERENCE
- MECHANICAL CONNECTION
- X BROKEN ITEM
- + MECHANICALLY HIDDEN ITEM
- ✱ MAGICALLY HIDDEN ITEM
- LAVATORY RELIEF ROOM
- ◐ STORAGE AREA
- 5|99 GUARD POST FIRST NUMBER INDICATES THE NUMBER OF GUARDS (IF MORE THAN 1) SECOND NUMBER IS THE PERCENTAGE CHANCE OF THEIR BEING PRESENT
- ☆ SPECIAL FEATURE
- UNSTABLE FLOOR
- UNSTABLE CEILING

- FIREPLACE
- OVEN OR KILN
- BRAZIER
- WELL
- WATER TANK /RESERVOIR
- WINCH
- LEVER
- TORCH/LAMP BRACKET
- MACHI- COLATION
- CUPBOARD OR ALCOVE
- III DRAIN/VENT IN FLOOR
- DRAIN/VENT IN CEILING
- WALL VENT
- HANGING ITEM (MEAT, FISH ETC.)
- REFUSE PILE
- PODIUM
- CRATES/ BARRELS/Etc.
- 8 CHEST /TRUNK (SEE LOCKING DEVICES)
- TABLE BENCHES Etc.
- ◇ CHAIR/ THRONE
- PALLET OR CRUDE BED
- GOOD BED
- GOOD FOUR POSTER BED
- BUNK BEDS

CITIES OF HÂRN™

CREDITS
Text and Maps: N. Robin Crossby
Interior Plans: Garry Steinhilber
Editor: Tom Dalgliesh

© 1983, N. Robin Crossby and Columbia Games Inc.

All rights reserved.
Reproduction in any manner, without permission of the copyright holders,
is strictly prohibited by international law.

COLUMBIA GAMES INC.
BOX 8006
BLAINE, WA. 98230

COLUMBIA GAMES INC.
BOX 581, 810 WEST BROADWAY
VANCOUVER, B.C. V5Z 4C9

INTRODUCTION

CITIES OF HARN

This module covers the seven human cities of Harn, providing colour maps of each, and giving more specific detail than was possible in the Harn Master Module. The colour maps should be carefully removed from the center of the booklet (open staples first) and cut into individual city maps.

Cities of Harn is a collection of environments that, while they do the donkey work involved in framing the environment, also leave infinite room for the GM's personal development. The module does not provide the kinds of information that will make a city obsolete after one or two uses.

ENCYCLOPEDIA HARNICA

Cities of Harn, and future expansion modules, are designated parts of the Encyclopedia Harnica (EH), the ultimate background resource for gamemasters using the Harn system. EH is designed to give in depth information on important elements of Harnic life. This, and future modules, will build into a comprehensive, alphabetical reference for which Harndex will be the "quick reference guide". This module contains eight articles for inclusion in EH. They are titled: Cities, Aleath, Cherafir, Coranan, Golotha, Shiran, Tashal, and Thay. Each article is identified by name on the top of each page.

Organising the Encyclopedia

The articles in this module can be organised into a three-ring binder format. One method is to remove the staples binding the booklet, and slit each page along the fold with a sharp knife or straight edge. Another method is to use a straight edge and sharp knife to cut about 3mm off the left side of the closed booklet. This will remove the staples and cause the covers and pages to come loose. They can then be three-hole punched and inserted in a binder.

THE CITY ARTICLES

Each of the city sections has the same basic format:

(1) **Introduction**
An outline of the city's history, government, economics and religion, including lists of guilds and temples. Numbers in square brackets in these lists are cross-references to the Index.

(2) **Gamemaster Map**
A city map with index numbers for GM use only.

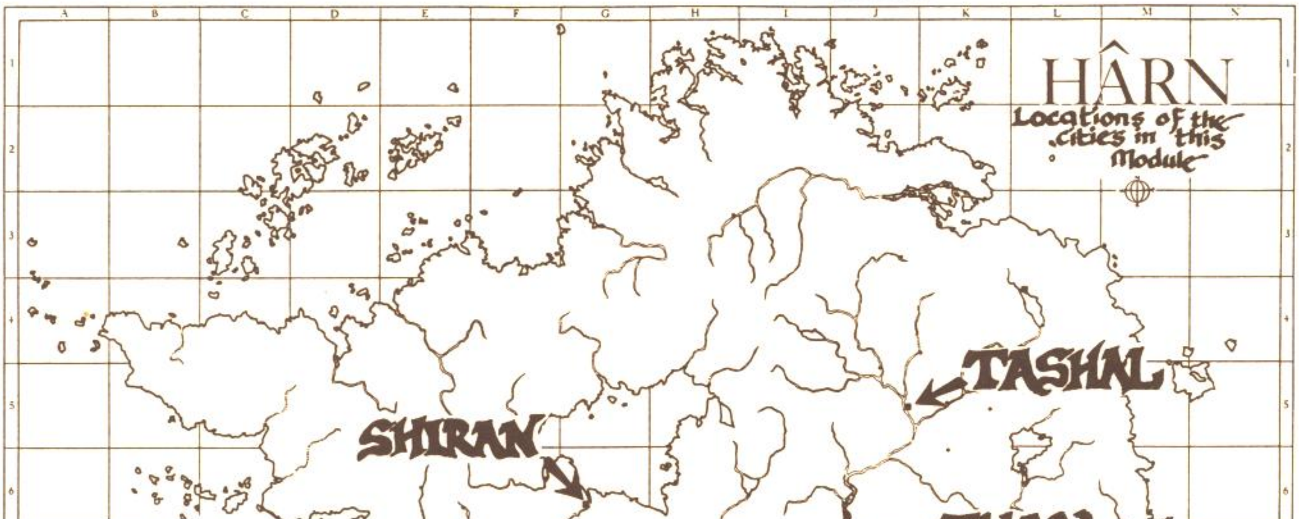
(3) **Index**
A multi-page index of the GM map, describing all index numbers. This index is not exhaustive. The shops will cover the essential requirements of the city, but more shops may be added. Some of the shops have notes; all are rated with the following notations:

SIZE: The number of permanent workers, including the master, apprentices and, in some areas, the odd slave.

QUALITY: A rating describing the standard of goods or services to be found here.

PRICES: An indication of prices likely to prevail at this establishment, based on prices listed in the master module booklet, Harndex.

QUALITY		PRICES	
*	Poor	Low	80- 90%
**	Inferior	Average	90-110%
***	Average	High	110-130%
****	Good	High +	130-150%
*****	Excellent		



USING CITIES

THE MAPPING SYSTEM

After several years of development, it is now possible to introduce the complete Harn FRP mapping system. With the exception of the occasional special/informational map, all planned future releases will use one or more of these subsystems. Taken as a whole, the system should meet the needs of all gamemasters.

Regional Scale

This is the system we introduced in the Harn Master Module; there are no maps of this type in Cities of Harn. The regional system has a scale of 10mm:20km (1:2,000,000) uses colour to denote vegetation and texture to show topography; used to show fairly large regions.

Subregional Scale

No maps of this scale have yet been published but will be in future modules. These maps will have a scale between regional and local, and will show the locations of every village, monastery, manor, etc. in a given area.

Local Scale

Local maps are used where the general layout of a small area (locations of buildings, etc.) is needed. The scale is 1mm:10 feet (1:3000). Each of the seven human cities of Harn are covered by local scale maps in this module.

Interior Scale

Interior maps are on a 1mm:1 foot (1:300) scale; used to show details such as interior partitions, furniture and the like. Using the interior system, it is possible to reproduce virtually all required features using metric gridpaper, a black pen and a gray pencil. Interior Maps are all classified GM only and are intended to be used as most GMs use their underworld maps; players can make their own interior maps from GM descriptions or tracings as they are given.

GAMEMASTER LOCAL MAPS

GM maps are any that show information that would not be apparent to the players. The indexed city maps are such maps, as is the map of the Tashalan "underworld".

COMMON LOCAL MAPS

The seven full colour city maps are common local maps and bear only information that would be fairly obvious to anyone at the site. These maps do not have index numbers. When players can see where the numbers are, they tend to use them as a basis for their explorations, walking in a straight line from one point of interest to another. This is not realistic, especially when the next destination is a covert temple of Naveh. Common maps should be laid out in view of both GM and players whenever they are in the vicinity of a local site; markers can be placed and moved on this map to reflect players' activities.

PLAYER LOCAL MAPS

The plain black and white maps, printed on the back of the colour maps, are intended for players and are suitable for photocopying. Each player should have his own personalised map and index of each city/site he explores.

EXTRA MAPS

Some gamemasters may wish to have their own GM coloured maps and some players may wish to have their own coloured player maps. Additional copies of the city maps are available (mail order only) for $7.00 per set of seven, postage included. Sorry, but we can not sell maps of individual cities; only all seven or none. These maps are identical to those included with this module; GM's will have to insert the index numbers to create a coloured GM map.

LOCAL SCALE ROUTINE

Harnview, in the Harn master module, provides the basic routine for gamemastering players on regional scale using four hour watches. Since the local environ tends to have more concentrated action, a more precise, tighter time sequencing system is required. Local scale activity should take place on a flexible, one minute cycle.

1. When players first enter a local area, GM informs the players that all are switching to local scale, and makes sure that all players have the appropriate player map.

2. GM lays a common map of the city/site in plain view of both himself and the players, estimates where the players will enter the area, and places a marker(s) on the map for their location(s).

3. GM estimates and notes the time that the players are entering the local area; the players are informed of the time, and enter the information in whatever records they are keeping. If it is the begining of a watch, a new weather report should be generated.

4. GM makes an encounter check using the tables provided in our master module (or substitute); if an encounter occurs, deal with it at GM discretion.

5. GM ascertains what actions are intended by the players during the ensuing minute, including the direction(s), if any, they wish to travel.

6. Considering terrain, encounter delays, etc., the GM moves the marker on the common map in accordance with the players' declared intentions. Humans afoot with no obstructions or delays can traverse approximately 75m (250') per minute, or 25mm (1") on the local scale map. These figures are based on a speed of roughly 5km/h (3mph). Players afoot would be lucky to average half this speed through busy city streets. Most folk are not permitted to ride inside towns.

7. The GM and players record the passage of one game minute.

Steps 4 through 7 are repeated until the players exit the area covered by the local map, or until the GM decides to drop out of the routine. Throughout the routine, the GM will describe whatever sights, sounds, or smells become sensible to the players, updating this information as a result of encounters, movement, action, etc.

DROPPING OUT OF THE ROUTINE

There will often arise occasions when it is best to abandon all formal routines in favour of the "shorthand" method. If the players are spending the night in a safe place it would be rather dull to pass time minute by minute. It is a matter of GM discretion, when it is best to pass time in whole days, weeks or even months. Such would be the case whenever the players are spending time in a fairly uneventful environ. When time is passed at this kind of rate, the GM would report only salient events to the players.

NOTE:

It is in the nature of FRP that all rules are tentative. The routines provided here, while they are tested and reliable, are only designed to make the task of the GM easier; if at any time they have the reverse effect, they should be dropped without hesitation and reinstated only at GM discretion.

LIFE IN THE TOWNS

Harn is by no stretch of the imagination urbanised. The proportion of Harnians who dwell in towns varies by region, but nowhere exceeds fifteen percent. Towns are, in fact, outside the mainstream of Harnic culture; they represent a somewhat alien sub-culture with its own values and societal patterns. Unlike the countryside, towns are dominated by the activities of the powerful Harnic guilds; it is their activities that justify a town's very existence. Towns are essentially defensible markets. The relationship between town and country is fairly clear. The countryside trades its surplus agricultural produce for the "civilized" artifacts of the city. The relationship is symbiotic; each has its own monopoly, but the countryside could exist without towns while the converse is untrue.

Townsmen

Town life is more sophisticated and volatile than life in the countryside. On the rural manor, everyone has his place, high or low, governed in accordance with old feudal traditions; almost all rural activities centre around the seasonal requirements of farming. Towns have no need of serfs or of any agricultural workers. With the exception (in some towns) of a small number of slaves, the population is free. (The unfree country dweller who escapes to a town and evades recapture for a year and a day, becomes a freeman). The social and legal obligations of townsmen seem less. Their duties may be limited to the payment of some rents or taxes, perhaps to military service in time of war. While the urban poor are not required to work on the land, no one guarantees them food or shelter; unemployment and starvation come hand in hand. Their freedom from service is paid for by their lack of security. In time of famine, it is the urban poor who starve first.

Guilds

Local guildsmen have an advantage in the town economy. While they are required to pay property taxes to the government and dues to the guild, they are the only ones permitted to freely sell their goods within the town. Non-local goods are subject to import duties, and if of a type produced locally, or covered by a guild monopoly, must be offered first to local guildsmen handling such wares, to be marked up and resold. Local guildsmen can petition the Mangai to forbid the sale of specific imported goods, although such injunctions are rarely given because most importers are members of the Mercantylers' Guild. However, since the Mangai is comprised of local guildsmen, importers must at all costs retain the goodwill of local merchants.

Markets

The heart of the town is its marketplace, the place where money and goods are exchanged more or less freely. It is illegal to sell anything within several leagues of a town (usually five leagues) except within its marketplace. Impromptu highway sales within this zone are forbidden by royal laws - the minimun penalty is confiscation. The marketplace itself is administered by the Mangai. Selling space is granted free to local guild members. Foreign or unguilded vendors must pay a daily rent; a penny or two is typical for a small pitch. Vendors can sell from their own carts, or can rent or purchase tenting/stalls from local tentmakers or woodcrafters.

Shops

Most places of business within the towns are primarily workshops. While it is possible to walk into most shops and buy goods in stock or made to order, many artisans do most of their retailing in the marketplace. Craftsmen with small operations may spend three days making goods and one selling them. Businesses with a number of employees may be able to afford to keep a retail outlet open permanently. Many guildsmen, such as weaponcrafters, make most of their goods to order, or claim to.

THE LAYOUT OF HARNIC TOWNS

Most Harnic towns tend to be roughly circular; this is a simple matter of geometry and economics. A circle has the best area to perimeter ratio of any shape; with circular walls, the largest possible area can be enclosed for the least expense. Only the vagaries of terrain, the inaccuracy of measuring tools, and the requirements of defence, prevent the walls of Harnic towns from being perfectly round. Curved walls are also favoured because they resist force better (from the outside) than do straight walls. Gates are natural weak points requiring additional effort and expense to bolster; they are usually kept to a minimum.

Civic planning lies far in Harn's future. Many streets existed before the town walls were built. They tend to radiate from several key points, notably the market and citadel, but may well detour around vanished ponds or trees. Once the walls are built, new construction will take into account the location of city gates, and gradually make the city appear more planned. Street names are rarely posted; they tend to be a matter of oral rather than written tradition and may change from time to time. House numbering is unheard of.

Street illumination and sewers are non-existent or rare. Policing is poor at best, mostly handled by the city garrison, sometimes left to private hands that are often corrupt or incompetent. There is no official post office; mail is carried privately, at considerable expense. Few can read anyway.

Land Use

Land use is generally determined by the "free market". City lots change hands without reference to any zoning bylaws, although government will occasionally step in to forbid construction and all urban governments have unlimited expropriation powers. These are seldom used, except for the standing edict in most towns against private construction close to the outside of defensive walls.

Harnic Buildings

Harnic buildings are not particularly special but do tend to have an exaggerated sense of scale. In the countyside, a peasant's cottage can exceed 600 square feet (70 square metres) and this trend extends within walled towns where even the lowliest labourer might be expected to share a "tenement" of this size. Government buildings, temples and commercial establishments also tend to be of lavish scale. Stone is the preferred medium of construction but wood is cheaper. Daub and wattle structures with timber framing are most common, although rural peasants can be found dwelling in rammed earth hovels that may be little better than elaborate holes in the ground. Standards tend to be higher in and around towns, but there is wide variation from town to town. Aleath is famous on Harn for its high standards of civic architecture; some of the care lavished on its "public" buildings has carried over to lesser structures. Golotha, on the other hand, is an urban blight.

Common Lands

Many towns are surrounded by commons, rather than by arable fields. Such lands are generally available to anyone for grazing. To many of the poor residents, both within and outside the walls, the free use of common lands is the only way to feed the family goat.

Ostlers Commons

Most towns also have an ostlers' common nearby. This is usually an enclosed pasture for the exclusive use of local ostlers, owned by the Ostlers' Guild and operated by a master ostler bonded to the guild. Since it would be impracticable to keep all of the horses within the town itself, ostlers' commons are of considerable importance.

GOVERNMENT OF TOWNS

In a strict legal sense, there are two different kinds of towns on Harn; freetowns and sovereign towns. Aleath, Golotha, and Thay are freetowns, enjoying a fairly high degree of independence from external authority. Cherafir, Coranan, Shiran and Tashal are sovereign towns, held directly by the king or other "national" government. To the average citizen, the distinctions are minimal. All towns have charters, tax their citizens, and pay aids/taxes to the king (or state). However, freetowns tend to levy less onerous taxes and collect them with less enthusiasm; the sovereign may also have more trouble actually getting the monies he demands. There is also a tendency for civic governments in both kinds of towns to be similar in form; civil offices are mainly filled by guildsmen, military offices go to men of military experience.

Town Charters

The construction and maintenance of any significant fortification requires the approval of a higher authority. In the case of Harnic towns, royal (or state) assent is needed, formalized by a town charter. Harnic town charters all have some basic common provisions; the right to build and maintain a city wall, hire mercenaries for defence, hold markets/fairs as often as desired (except on holidays), and freedom from feudal or other obligations to anyone except the king or, in the Thardic Republic, to the state. Various clauses detailing the form and powers of civic government, responsibility for taxation, defence, and the administration of justice are also laid out in a town's charter. The key officers in Harnic towns are:

The Aldermen

An alderman is a custodian and expounder of the law, a member of the town court. Aldermen must be invested in their office by the soverign (or his representative), but the office is often inherited, since this is the way that knowledge of the complex processes of customary law is passed from one generation to the next. Most Harnic cities have twelve aldermen, many will be connected with the Litigants' Guild.

The Mayor

Not all Harnic towns have mayors, as such, but all have some official who is responsible for administrative and financial affairs. Mayors are usually appointed by the sovereign, on the advice of the aldermen and Mangai. This official will have a sizable bureaucracy, including subordinate tax assessors and collectors, who will make their rounds escorted by soldiers of the garrison.

The Harbourmaster

The officer in charge of the port is termed the harbourmaster. Since he is required to provide harbour piloting services, he is always a member of the Pilots' Guild. He collects piloting fees, wharfage and anchorage fees, vessel registration fees, and generally administers the harbour. The harbourmaster is generally appointed by the Mayor, and may have several assistants.

The Bondmaster

The bondmaster is responsible for the administration of the city bonding house and collecting import duties. Appointed by the mayor, he is usually a member of an important guild, and may have assistants. Guards will be provided by the chief military officer.

The Military Commander

One of the key duties of towns is to provide for their defence. Sufficient taxes must be collected to support the military commander, maintain fortifications, and hire mercenaries for the city garrison. Even where the crown retains direct military control, a major expense for the city will be the military budget. Sometimes the military authority is vested in a representative of the crown (Constable, Warden, or Sheriff), sometimes the civic government is responsible (with royal assent) for appointing the military commander. In either case, this officer will command the city garrison, and will also be responsible for maintaining internal law and order.

TAXATION

The following taxes are levied in Harnic towns; the actual tax rates for each city are listed on the first page of each city article.

Property Taxes

Most of the real estate in or near a town is owned by wealthy guildsmen or gentlefolk. These properties are assessed and a percentage of their value is levied each year; bribery of civic tax assessors to deflate values is common. Landlords are responsible for paying property taxes (usually on the first day of Savor) and will, if applicable, generally rent their properties for two to four times this tax. Average real estate values do not vary much from one town to another:

Slum	500 to 1,000d
Poor Middle Class House	1,000 to 2,000d
Average Middle Class House	2,000 to 4,000d
Wealthy Middle Class House	4,000 to 6,000d
Upper Class House	6,000 to 8,000d
Upper Class with Garden	8,000 to 12,000d

Business property tax rates are lower but are applicable only to franchised guildsmen. Properties outside the wall, but under the jurisdiction of the civic authorities (generally anything within a league of the citadel), will probably pay lower property taxes (30-70%). Tax exempt status is given to some temples by the local or national government.

Hawking Taxes

Goods brought into a city to be sold, including raw materials for further processing, but excluding foodstuffs, are subject to hawking taxes, collected by the bondmaster. Since this official tends to rely on "declared values", assessments are generally low unless the importer neglects the appropriate bribes. Most importing is done by members of the Mercantylers' Guild who must (in almost all cases) sell to a local guildsman handling like goods if such exists. Duties charged at Cherafir for Lythian imports are in addition to these city taxes.

Bonding Fees

Payment of hawking taxes can be delayed by placing goods in bond, that is storing them in the government bonding house. Goods "in transit" (temporarily in town but destined to be exported) must also be stored here. A monthly bonding fee (a small percentage of the goods' value) is charged. The minimum bonding fee is one month, payable to the bondmaster in advance.

Piloting Fees

Vessels of non-local registry (any size), or any vessel more than 30' in length, must take on the local pilot (harbourmaster) when they enter or depart a port, paying a flat pilotage fee (regardless of vessel size) on each occasion.

Wharfage Fees

Vessels berthed in a port must pay wharfage fees to the harbourmaster. Wharfage fees are not cheap (they are charged per foot of vessel length per day) and it is obviously a good idea for a vessel to complete its business and leave as soon as possible. Vessels at anchor in the harbour (possibly awaiting wharf space or a sailing tide/winds) pay 20% of these rates.

Vessel Registration Fees

Vessels registered in a port pay 50% of normal wharfage and anchorage fees. Pilotage fees are not reduced but vessels of local registry, if less than 30' length, do not require a pilot. Most vessels will register only in their "home port" but registration in two or more ports is possible. Registration fees are based on vessel length, payable annually to the harbourmaster.

Guild Dues

All master guildsmen pay 10% of their incomes to their guild, which then pays half of this tithe to the town government. Unguilded occupations pay only the higher residential property tax.

LOCATION: Kingdom of Kanday
STATUS: Chartered Freetown
GOVERNMENT: Mayor/12 Aldermen (civil)
Constable/Sheriff (military)
POPULATION: 5,800 (approx.)

The largest settlement and principal port of the Kingdom of Kanday, located on the right bank and mouth of the Eryn River in southern Tharda. Aleathians are often regarded as prudish snobs, while they themselves tend to see outsiders as morally bankrupt. The streets are fairly well patrolled and the city is one of the safest and most law-abiding places on Harn.

HISTORY

Aleath was founded by Alash, chieftain of the Aleta tribal nation, and first king of Aleathia. The city grew and prospered for a century until an unsuccessful war was fought against the Corani Empire and the city was annexed by the Corani. After some years of neglect, Aleath began to flourish again and soon gained the reputation throughout the empire as the "fairest city of man". During the Balshan Jihad, Aleath was the last city to fall to the "Butchers of Morgath". When Coranan fell, the First Aleathian Republic was founded, but eventually succumbed to the Balshans after a bitter three year siege and a terrible blood-letting. However, one month before the final collapse, 400 adults and many Aleathian children escaped by sea, founding the City of Thay one year later after a perilous voyage known as the Aleathian Odyssey. As part of the Theocracy of Tekhos, Aleath suffered more than its share of religious barbarism. Many men and women of good heart fled the region in favour of outlawry. With the assassination of Horahnam of Tekhos, the theocracy fell apart; the outlawed forces of Aleath were gradually able to reassert themselves and a second Aleath Republic was formed. However, faced with a barbarian threat from Rethem, the young republic voted to join the Kingdom of Kanday as a chartered freetown. In the years since, the city has remained loyal to the House of Kand which has respected Aleath's liberal traditions.

CHRONOLOGY

356 TR: City founded by Alash
443 TR: Aleathia invades Corani Empire
447 TR: Aleath besieged by Corani
Peace of Aleath
453 TR: Death of King Xuaka
Aleath annexed by Corani
565 TR: Coranan falls to Balshans
First Aleathian Republic formed
569 TR: Aleath beseiged by Tekhosians
572 TR: Captured by Tekhosians
Agony of Aleath
Aleathian Odyssey (572-573)
588 TR: Theocracy of Tekhos ends
Interregnum begins
589 TR: Kingdom of Kanday founded
612 TR: Second Aleath Republic founded
633 TR: Aleath joins Kingdom of Kanday
City Charter from King Andasin II

GOVERNMENT

The military authority in Aleath is shared by the royally appointed constable of Caer Erynroth [1] and the Sheriff of Erynashire. The town council consists of a Mayor and 12 aldermen, all of whom are proposed for office by the local Mangai and receive royal appointment as a matter of course. Aleath's aldermen are generally men of integrity and most are assured of a fair trial. The Mayor's chief responsibilities are administrative. He presides over the council and the annual town moot (now held mainly for ceremonial purposes each 19th of Savor), but mostly concerns himself with the day to day operation of the city government. Most legal cases are argued before a single alderman, but the council meets monthly in the Palace of Aeldele [2] at which time it will hear appeals and cases too complicated or important for its individual members.

ECONOMICS

The products for which Aleath is well known originate in its agricultural hinterland. The craftsmen of the city produce linen, vellum and wool products of reliable quality for export. Aleath is also one of Harn's busiest ports. It is a favourite port of call for sea traders, who know they will not (often) be swindled, and because goods entering Harn by way of Cherafir must pay high import duties, Aleath is sometimes used by the few seafarers who will brave the treacherous waters of the Gulf of Ederwyn to unload Lythian goods. In addition, Aleathian fishermen do a good trade supplying much of Kanday.

GUILDS

Apothecary: [40]
Arcane Lore: [8] [83]
Chandlers: [39] [47] [58]
Clothiers: [36] [50] [55]
Courtesans: [85]
Embalmers: [32] [61]
Glassworker: [53]
Harpers: [81]
Heralds: [3]
Hideworkers: [31] [51]
Innkeepers: [24] [25] [26] [27] [28] [29] [30]
Jewellers: [72] [73] [82]
Lexigraphers: [52] [57] [59]
Lia-Kavair: [10]
Litigants: [65] [66] [77]
Locksmith: [54]
Masons: [38] [60] [74]
Mercantylers: [7] [37] [63] [64]
Metalsmiths: [34] [48] [68]
Miller: [80]
Ostlers: [24] [25] [26] [27]
Perfumers: [41] [75]
Physicians: [71] [76]
Pilots: [9]
Potters: [44] [46] [69]
Salters: [45] [62]
Seamen: [12]
Shipwright: [84]
Tentmaker: [70]
Thespians: [5]
Timberwrights: [43]
Weaponcrafters: [42] [67]
Woodcrafters: [35] [49]

TAXES

Property: 9% per annum (residential)
Property: 5% per annum (business)
Hawking : 10% goods value
Bonding: 2% goods value per month
Pilotage: 35d flat fee
Wharfage: 1d per foot per day
Registry: 50d per foot per annum

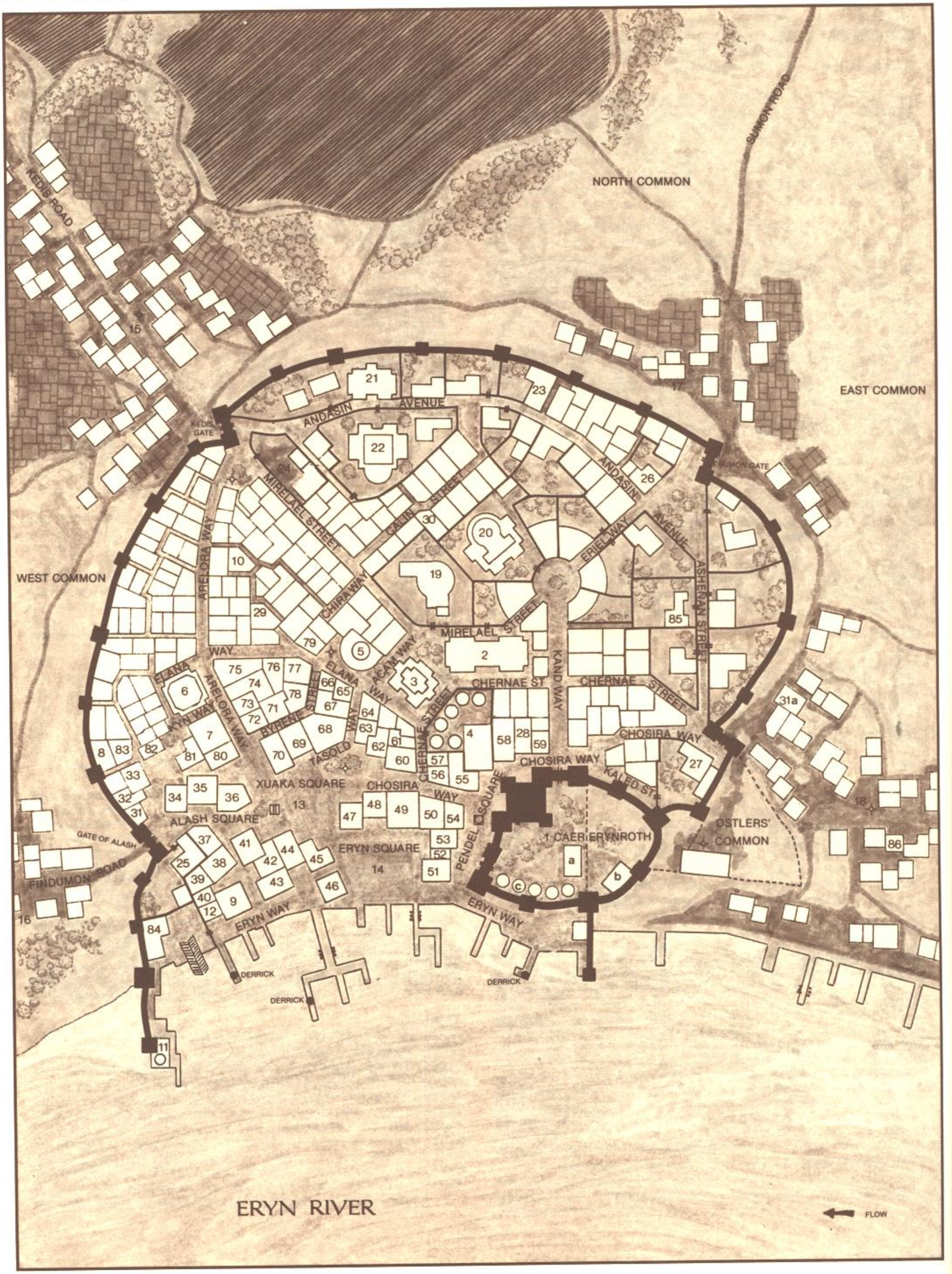
RELIGION

The inhabitants of Aleath tend to worship the good (or moral) deities. The same religious laws that pertain in the rest of Kanday apply here. The worship of Agrik, Ilvir, Morgath or Naveh is punishable by a maximum penalty of death; banishment, however, is the common penalty when no other crimes are involved. The churches of Larani and Peoni enjoy favoured positions (these are the most popular deities); they are exempt from taxation and often receive endowments from the king/nobility.

TEMPLES

[19] HALEA (Order of the Silken Voice)
[20] LARANI (Order of Hyvrik)
[21] PEONI (Order of the Balm of Joy)
[22] PEONI (The Irreproachable Order)
[23] SAVE-K'NOR (The Hyn-Aelori)

ALEATH


LOCAL SCALE
FEET
0 50 100 200
NORTH COMMON
SUMON ROAD
EAST COMMON
WEST COMMON
KEDIS ROAD
KEDIS GATE
SUMON GATE
GATE OF ALASH
FINDUMON ROAD
ANDASIN AVENUE
ANDASIN AVENUE
MIRELAEL STREET
MIRELAEL STREET
CALIN STREET
ERIEL WAY
ASHENAN STREET
ARELORA WAY
ARELORA WAY
CHIRA WAY
ELANA WAY
ELANA WAY
ACAM WAY
KYN WAY
BYRENE STREET
TASOLD WAY
KAND WAY
CHERNAE ST
CHERNAE STREET
CHERNAE STREET
CHOSIRA WAY
CHOSIRA WAY
CHOSIRA WAY
KALED ST
XUAKA SQUARE
ALASH SQUARE
ERYN SQUARE
PENDEL SQUARE
CAER ERYNROTH
OSTLERS' COMMON
ERYN WAY
ERYN WAY
DERRICK
DERRICK
DERRICK
ERYN RIVER
FLOW
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 31a 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86
a b c

© 1983 N. Robin Crossby

CITY MAP INDEX

1. CAER ERYNROTH
The royal castle, palace and citadel of Aleath. Located near the coast, the citadel possesses a five story (54') keep which also has a subterranean level of approximately the same area. The keep has four towers (60' to 70' high) and walls which average 10' in thickness. The citadel's outer walls have a mean height of 20' and its towers are generally 10'-15' higher than the walls. There is an indoor well, a chapel to Larani, and fairly lavish suites inside the keep. [a] House of Ymeld, bonded-master weaponcrafter to the household of Caer Erynroth. [b] House of Kolobar, bonded-master ostler to the household of Caer Erynroth. [c] Granaries.

2. PALACE OF AELDELE
The Aleath Chancery and Mint. The palace houses the council chambers of the city government, the law courts and their archives, as well as the Royal Kandian mint.

3. VIOLET MANTLE PALACE OF ARMS
The official residence of the Violet Mantle King of Arms (the chief herald of Kanday). The palace is also the Kandian College of Heralds; it is here that heralds are taught their art. Here too are housed the genealogical and other heraldic records of Kanday (copies are, of course kept in Cherafir and elsewhere). The palace has special status; even the king does not enter without an invitation.

4. BONDING HOUSE AND GRANARIES
Administered by the bondmaster (a civic bureaucrat) whose task it is to collect hawking license and bonding fees.

5. PALACE OF THE MASKS
Harn's largest indoor theatre. It is operated by the Company of the Mask, a chapter/company of the Thespians' Guild permanently headquartered in Aleath. Other travelling companies perform here under various arrangements. The Company of the Mask specialises in historical drama (a popular theme locally) as well as comedic moral/religious allegory. There are several performances monthly. The company has the jealously guarded secret of limelight, and uses a crystal lens obtained from a deceased Sindarin glassworker; these treasures are well guarded.

6. PALACE OF IRADAR
The headquarters of the Aleath chapter of the Mangai. The building is used mainly for social events but has various other functions.

7. MERCANTYLERS' HALL
The Aleath headquarters and commodities exchange of the Mercantylers' Guild - strictly members only. The hall is administered by freemaster mercantyler, Chaiso of Afkai [64].

8. CHANTRY OF THE GUILD OF ARCANE LORE
A donation supported hostel and residence for members of Harn's most esoteric association. Various wielders of arcane power, alchemists, diviners and the like, live here permanently with or without apprentices. Few of the members of this "guild" concern themselves with mundane matters; the hall is administered by a very minor alchemist known as Renadagha. He is robust and cheerful and was an innkeper before entering the Guild of Arcane Lore. His present occupation is considerably more challenging and dangerous.

9. PILOTS' GUILD
The hall contains rooms for visiting pilots and their apprentices. This is one of Harn's most important Pilots' Guild chapters. Many pilots keep valuables here, including copies of their rutters.

10. GUILDHALL OF THE LIA-KAVAIR
The Aleath chapter of the thieves' guild is relatively poor, due to the abnormally high standard of law-enforcement in the city. The local authorities even raid and break up the guild's headquarters from time to time, forcing the Lia-Kavair to move every few years, most recently in 717.

11. HOUSE OF THE HARBOURMASTER
The official residence of the Aleath pilot, his apprentice and clerks. The house has a beacon fire on its roof, lit when visibility is poor.

12. SEAMANS' GUILD
A hostel and hiring hall.

13. XUAKA SQUARE
The Aleath market is open until noon, every day but holidays.

14. ERYN SQUARE
The Aleath fishmarket, open from dawn to dusk. Fishermen pay a tax of 5% of their catch to the city for use of this space.

15. THE VILLAGE OF MORIEN
An independant (non-manorial) village of semi-urban poor. Some of the residents have vegetable plots, and the community farms two large arable fields, parts of which are visible to the north and northeast.

16. THE VILLAGE OF KURNIL
A tiny village of semi-urban poor. Only the eastern (poorer) part of the settlement is shown; the villagers further west have vegetable plots and small meadowlands. Kurnil is under the jurisdiction of the government of Aleath and most of the villagers try to find work in the city.

17. VILLAGE OF AFAEL
A village of poor semi-rural folk. Most of the residents have a mixed income from vegetable plots, sheep farming, and labour in town.

18. VILLAGE OF ARSONE
The residents are about half fishing folk and half urban labourers. Some of the villagers keep livestock and in the eastern half (off map) some have vegetable plots.

19. TEMPLE OF HALEA
The Aleath temple of the clerical Order of the Silken Voice. Halea does not have a large number of adherents in Aleath but most of the tithe-paying congregation are wealthy.

20. TEMPLE OF LARANI
The Harnic headquarters of the clerical Order of Hyvrik (the western Harnic order of the church), and the most popular church among Kandian nobles, including the royal House of Kand. The temple has its own stables, bonded ostler, weaponcrafter, and a chapter house for its fighting-order, the Checkered Shield.

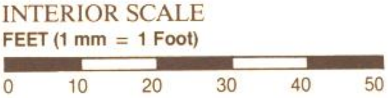
21. TEMPLE OF PEONI
Aleath headquarters of the (female and celibate) Order of the Balm of Joy. The outbuildings are infirmaries open to women only. This is more a nunnery than a house of worship; lay-followers generally frequent the temple across the street.

22. TEMPLE OF PEONI
The chief Harnic house of the (male and celibate) Irreproachable Order. The eastern outbuilding is a "hospital" for men.

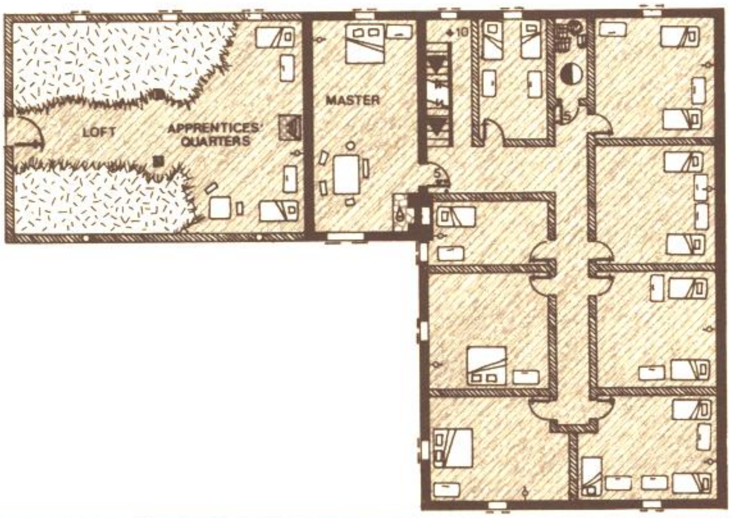
23. TEMPLE OF SAVE-K'NOR
The Aleath headquarters of the Order of the Hyn-Aelori, the clerical order that stresses the serious, "academic" aspect of the deity. The temple houses moderately large archives which are not open to the public.

ALEATH 4

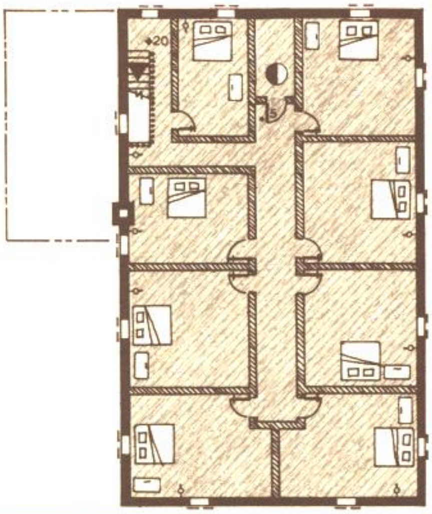
24. THE SWORD & SCEPTRE



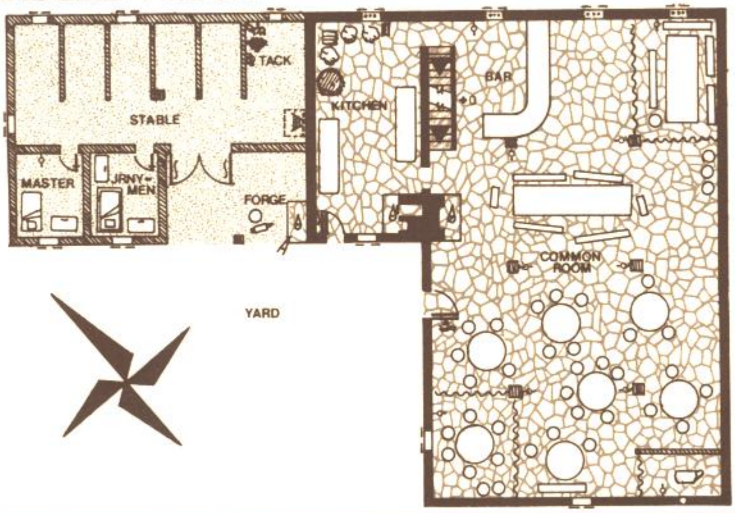
Second Floor



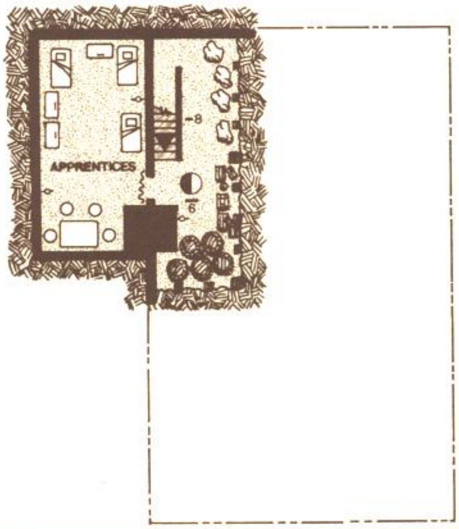
Third Floor



GROUND FLOOR



Cellar



THE SWORD & SCEPTRE - Holser of Oriem
Size: 7 Quality: *** Prices: average

Tavern

The Sword and Sceptre is similar to hundreds of inns scattered throughout Harn. The building's outer walls are made of cut stone while most of the interior partitions are daub and wattle. The ground floor is taken up by a common room and kitchen. The cellar is smaller than the main floor and houses food and drink stores and the inkeeper's apprentices. Not all apprentices are as well provided for as this. Journeymen and female help, when they are employed, will be housed in one of the upper guest rooms. The second floor has mostly guest rooms; the master resides here too. The third floor is entirely given to guest rooms. It is somewhat smaller than the main floor and has most of the better rooms.

Ostler

Freemaster ostler Jerew of Yelun owns and operates a stable ajoining the inn to the northwest. He and any journeymen he may be employing reside on the ground floor where the stalls, forge and tack room are located. His apprentices are housed in the hay loft on the second floor. The building is constructed almost entirely of daub and wattle with a few wooden posts for support.

Note:

Not all taverns have a stable or ostler attached. Since the use of horses is generally confined to gentlefolk, only inns wishing to cater to the nobility (and the few others who can afford horses) have such facilities. Because very few persons can hope to enjoy the priviledge of riding within city walls, urban tavern/ostler partnerships are generally located close to a gate. In outlying districts, where most of a tavern's clientele will be travellers, inns usually have an ostler attached.

© 1983 Garry Steinhilber

25. THE SUNSET INN (Urso of Bardenas)
Size: 5 Quality: *** Prices: average
Freemaster ostler Rodos of Heb. Urso is a bear of a man who will stand no nonsense. Patrons include the villagers of Kurnil [16], guildsmen and some seafarers. The ale here is heady.

26. THE FIVE PENNIES (Pethis of Ajarsen)
Size: 6 Quality: ***** Prices: high +
Freemaster ostler Leben of Ajarsen (a cousin). Pethis caters to the "elite". His clientele are guildsmen and a few nobles, those wishing to sample the fine and expensive wines of Lythia.

27. THE GREEN SALTIRE (Tabela of Osyn)
Size: 8 Quality: **** Prices: high
Freemaster ostler Eobis of Kudelasor. Tabela is a woman of considerable charm and intellect who caters to Aleath's wealthier citizens.

28. THE FOX AND GLOVE (Ferin of Wythias)
Size: 4 Quality: *** Prices: average
Patronised by merchants, soldiers from the garrison and city bureaucrats. Mercenaries in search of employment also come here.

29. THE SILVER CAVERN (Sabathine of Alendiles)
Size: 4 Quality: ** Prices: low
Sabathine's patrons call her "the mole" because of her disfigured, claw-like hands, long nose and shortsightedness. She caters mainly to the urban poor (scum) and her tavern is a favourite haunt for members of the Lia-Kavair.

30. PORGINS' INN (Alaga of Porgin)
Size: 3 Quality: ** Prices: average
Alaga maltreats his two apprentices who are understandably sullen.

31. HIDEWORKER (Lodin of Ibyn)
Size: 7 Quality: **** Prices: high
Lodin's tannery is at [31a], managed by his son.

32. EMBALMER (Jarlag of Dyra)
Size: 2 Quality: *** Prices: average
Jarlag is of Orbaalese extraction and is an almost pathologically dour man.

33. TOYMAKER (Mykael of Kandis)
Size: 4 Quality: ***** Prices: high
Mykael has uncanny skill at making unusual mechanical toys. His creations are exported all over Harn to be enjoyed by the children of the wealthy.

34. METALSMITH (Geriya of Choan)
Size: 3 Quality: *** Prices: average

35. WOODCRAFTER (Rusan of Habar)
Size: 3 Quality: **** Prices: average

36. CLOTHIER (Lemene of Waren)
Size: 10 Quality: **** Prices: average
Specialty: exquisite embroidery.

37. USURER/MERCANTYLER (Syled of Mered)
Size: 3 Quality: **** Prices: average
One of Aleath's wealthiest userers; he is primarily a merchant financier and his promissory notes are widely accepted throughout Harn.

38. MASON (Orsin of Kephar)
Size: 8 Quality: ***** Prices: high
Aleathian masons are well known for their skill. Orsin is an expert in fortifications and is often called upon for maintenance of the city walls.

39. CHANDLER (Fesel of Pasyna)
Size: 4 Quality: **** Prices: average

40. APOTHECARY (Ainela of Hindar)
Size: 3 Quality: *** Prices: average
Aleath's only legitimate apothecary. She is assisted by her sister Karena.

41. PERFUMER (Uthena of Doldis)
Size: 4 Quality: **** Prices: average
Imports her better products from Shiran (as do most western Harnic perfumers).

42. WEAPONCRAFTER (Tebel of Lonn)
Size: 3 Quality: *** Prices: average
Specialty: poled weapons and mail.

43. TIMBERWRIGHTS' GUILD
A hostel for visiting masters, and a warehouse.

44. POTTER (Olos of Emyn)
Size: 3 Quality: *** Prices: average

45. SALTER (Ryldarian of Asain)
Size: 4 Quality: *** Prices: average
Handles 70% of the salt brought into Aleath and sells some preserved foods.

46. POTTER (Surel of Lebeque)
Size: 5 Quality: **** Prices: high

47. CHANDLER (Mornis of Sarien)
Size: 5 Quality: **** Prices: average
Also sells a variety of wares purchased from other guilds at a 10-20% mark up.

48. METALSMITH (Iuri of Ambin)
Size: 8 Quality: **** Prices: average
Specialties: iron wheel rims, horseshoes, tools.

49. WOODCRAFTER (Ebel of Hulthe)
Size: 14 Quality: **** Prices: average
Aleath's busiest and wealthiest woodcrafter.

50. CLOTHIER (Gurin of Pomada)
Size: 8 Quality: ***** Prices: high +
Gurin caters to the wealthier residents of Aleath.

51. HIDEWORKER (Iason of Xudelir)
Size: 5 Quality: *** Prices: average
Iason claims descent from the kings of Aleathia, but the heralds are silent on the matter; many could make the same claim.

52. LEXIGRAPHER (Chundrain of Amonsun)
Size: 2 Quality: *** Prices: average

53. GLASSWORKER (Zale of Wenadis)
Size: 2 Quality: **** Prices: average
Also sells a few (very expensive) imports from Evael.

54. LOCKSMITH (Tyl of Indar)
Size: 3 Quality: ***** Prices: high

55. CLOTHIER (Uradis of Yaelsen)
Size: 5 Quality: **** Prices: high
Specialty: weaving of fine wollen cloth for local consumption and export

56. TOYMAKER (Erdin of Toradas)
Size: 1 Quality: *** Prices: low

57. LEXIGRAPHER (Bordur of Pildesen)
Size: 2 Quality: * Prices: average
Specialty: maps. A generally unreliable drunkard who gets most of his information for map-making from eavesdropping in taverns.

58. CLOTHIER (Mythrebine of Harath)
Size: 10 Quality: **** Prices: average

59. LEXIGRAPHER (Loro of Alandis)
Size: 4 Quality: **** Prices: high
Sells good quality vellum and parchment scrolls to local mercantylers for export.

60. MASON (Otilis of Vael)
Size: 6 Quality: **** Prices: average
Known throughout Kanday for elegant structures.

61. EMBALMER (Tordin of Oniren)
Size: 4 Quality: **** Prices: high +
Caters to the elite, and is used by the temples.

62. SALTER (Lyman of Mieron)
Size: 3 Quality: *** Prices: average
Concentrates on preserved foods: pickled lamb tongue is a specialty.

63. USURER/MERCANTYLER (Damaen of Hilome)
Size: 3 Quality: *** Prices: average
Operates an illegal mint in a secret cellar.

64. USURER/MERCANTYLER (Chaiso of Afkai)
Size: 4 Quality: *** Prices: average
The guildmaster of Aleathian mercantylers.

65. LITIGANT (Vilin of Dysel)
Size: 4 Quality: **** Prices: high
Specialty: contracts, wills and testaments.

66. LITIGANT (Thosian of Haides)
Size: 5 Quality: *** Prices: high
Prowls the dungeons of Caer Erynroth for clients, who he tends to overcharge.

67. WEAPONCRAFTER (Owyn of Kuradin)
Size: 3 Quality: **** Prices: high
Owyn is short and encourages the false belief that he has Khuzan blood. He wears a long beard and (when he remembers) speaks with a foreign sounding accent. He occasionally passes off a Khuzan weapon as one of his own make.

68. METALSMITH (Uldethrin of Forole)
Size: 18 Quality: **** Prices: average

69. POTTER (Gamael of Faraline)
Size: 6 Quality: **** Prices: average
A collector of fine pottery.

70. TENTMAKER (Ymen of Renadal)
Size: 4 Quality: *** Prices: average

71. PHYSICIAN (Krasan of Eamis)
Size: 2 Quality: *** Prices: average

72. JEWELLER (Tondin of Kefrin)
Size: 4 Quality: **** Prices: average

73. JEWELLER (Quanel of Menden)
Size: 3 Quality: **** Prices: average
Specialty: small works of intricate detail and copies (acknowledged) of Sindarin and Khuzan brooches. She is also Aleath's best appraiser.

74. MASON (Pasran of Arcail)
Size: 8 Quality: *** Prices: average
With his brother Sertis, owns a quarry twelve leagues east across the Eryn.

75. PERFUMER (Terol of Jerelo)
Size: 3 Quality: *** Prices: high

76. PHYSICIAN (Varden of Linn)
Size: 2 Quality: *** Prices: average
A pious adherent of Peoni who will treat anyone in need, regardless of their ability to pay. He also works in the Temple of Peoni [22].

77. LITIGANT (Mylene of Sarin)
Size: 8 Quality: ***** Prices: high +
Aleath's most brilliant litigant; she has won more than 90% of her cases.

78. FORTUNE TELLER (Myrenala)
Size: 1 Quality: *** Prices: high
Merchants and farmers seek her advice, which is usually too vague to be of any real use. She uses a crystal ball, palm-reading and the tarot, none of which she fully understands. Her fee for a 30 minute session is based on her uncanny perception of the size of a client's purse.

79. RUGMAKER (Rosu of Fyrasen)
Size: 3 Quality: **** Prices: average
Specialty: Lythian imports. Most mercantylers importing rugs to Aleath, sell them to Fyrasan enabling him to do quite well, even without a guild.

80. MILLER/MILLWRIGHT (Urdel of Ripari)
Size: 6 Quality: *** Prices: average
This is the Aleath headquarters of the powerful Guild of Millers and Millwrights, most of whose activities take place in the countryside. Urdel imports most of the flour he uses, but also has an ox mill. The main function of this establishment is that of a bakery; bread, pastries and elaborate delicacies are sold from stalls in front of the workshop. The premises are owned by the guild itself to which Urdel is (technically) bonded.

81. HARPERS' HALL
One of only four Colleges of Harpers in the Harnic Isles, and the largest. The majority of human Harnic minstrels, bards etc. are taught their arts here. The hall is a training school for apprentices and some journeymen and a hostel for masters. There are several workshops for making musical instruments and a library of written music. Musical instruments may be bought here, but the few imported Sindarin instruments are jealously guarded by their owners (the better musicians prefer Elven make).

82. JEWELLER (Tardus of Pendath)
Size: 3 Quality: *** Prices: average

83. MYSTIC/ALCHEMIST (Herebin of Joronkasar)
Size: 3 Quality: *** Prices: average
Herebin hails from the Lythian Empire of Azeryan, a place that few locals have ever heard of. He is a member of the Guild of Arcane Lore, a fact he advertises, and a status he maintains by the simple expedient of paying regular dues. Serious arcane loreists doubt the integrity of such a "mystic for hire". Most of Herebin's customers are poor folk, farmers and the like, in search of charms and love potions. The power of sympathetic magic is on his side; he is a shrewd businessman.

84. SHIPWRIGHT (Tirpal of Nirath)
Size: 14 Quality: ***** Prices: high
This is one of Harns busiest shipyards. Tirpal's designs are sturdy and reliable. Most of his business is with fishermen.

85. PALACE OF THE FLOATING MOON
Size: 13 Quality: **** Prices: high
The business of the Courtesans' Guild is frowned on in Kanday but still does a good trade with the upper classes. As the owner of the only house of courtesans in Aleath, Mereme of Tamas is one of the city's richest citizens. The premises are luxurious, with pleasant gardens, lush interiors, good food and drink, and attractive courtesans.

86. BROTHEL (Udene of Herpel)
Size: 12 Quality: *** Prices: average
Clientele is mostly seafarers and mercenaries.

LOCATION: Kingdom of Melderyn
STATUS: Royal Seat
GOVERNMENT: Lord Warden/12 Aldermen (civil)
King/Lord Constable (military)
Council of Eleven (covert/advisory)
POPULATION: 7,000 (approx.)

The capital and principal port of Melderyn, the "Mages City" is deemed by most Harnians a bizarre anomoly, prone to strange happenings and inhabited by weird entities. This reputation, while largely ficticious, is promoted by the inhabitants of the city. Cherafir is the most cosmopolitan of Harnic towns, particularly its self contained dockside quarter, the Alienage.

HISTORY

Cherafir was founded over seven centuries ago by the first king of Melderyn, Erebir Pendragon (1-51 TR). There is strong evidence (buried artifacts) that the Jarin dwelt on the site prior to this and it was definitely occupied by the Earthmasters. Since its founding, Cherafir has been the principal residence of Melderyni kings, housing the organs of Harn's most permanent human government. During the first century TR, a deadly plague within the city was mysteriously cured by a fire which consumed only the diseased part of Cherafir. The city has never been attacked or beseiged during its long history, but still boasts good fortifications. The city has always been, more than any other, the centre of scholastic activity of the Harnic Isles. Dozens of secret societies, practicioners of various arcane arts, have headquartered in the city; some of them may have been on Melderyn for thousands of years.

CHRONOLOGY

1100 BT: Earthmaster site occupied by Jarin
1 TR: Kingdom of Melderyn founded
Cherafir chosen as royal seat
Tuzyn Reckoning (TR) adopted
12 TR: Council of Eleven founded
64 TR: Cherafir Plague
107 TR: Construction of Caer Cherafir
223 TR: Kingdom of Elorinar swears fealty
409 TR: Melderyn rules Chybisa until 475
573 TR: King Poleryn grants charter for Thay

GOVERNMENT

All major civic officials are appointed by the king of Meleryn who, as in all matters, relies on the advice of the covert Council of Eleven. The chief civil officer of Cherafir is termed the Lord Warden (effectively a mayor); he has responsibility for all judicial and financial matters, appoints twelve aldermen, tax officials and so on. The military authority in Cherafir is retained by the king directly, but is usually executed by the Lord Constable of Caer Cherafir. Both of these important civic offices are currently held by members of the Council of Eleven. Despite the profound influence of the King and Council of Eleven, the civic authorities and citizens of Cherafir enjoy high degrees of personal and institutional liberty; the king's hand is hardly felt. Cherafir still holds an occasional town moot. Judicial affairs are left to the city's twelve royally appointed aldermen; as of 720, nine of the twelve are women.

Council of Eleven

The Council of Eleven should not be confused with the Cherafir council of 12 aldermen. The latter is a typical civic body, albeit composed of 9 female "aldermen"; the other is a covert council of eleven advisors, chosen by/from secret societies and arcane orders of Melderyn. The Council of Eleven was first chosen some 700 years ago by Erebir Pendragon, the first King of Melderyn and possibly a charter member of the body. Having the right to appoint its own members, rule on matters affecting the succession of Melderyni kings, and a major role in the education of the king's children, the Council of Eleven has always exerted vast influence in Melderyni affairs. Its actions are subtle, its advice is rarely ignored, and yet its very existence is known only to a few. The deliberation chambers of this council are within Caer Cherafir [1].

ECONOMICS

The economy of Cherafir revolves largely around its port; eighty percent of the trade between Harn and Lythia passes through the city. All maritime traffic between Lythia and Thay (the Harnic port closest to Lythia and, therefore, most favoured for trade) is required by law to call first at Cherafir for inspection. There is an extensive list of goods which Melderyn will not allow to be landed at Thay, regardless of their eventual destination. Proscribed items include weapons more "advanced" than those exant on Harn, most books and arcane objects, and certain (flexibly defined) drugs, herbs and elixirs. Some potential immigrants to Harn, with advanced powers, skills, or knowledge are also denied entry. Duties ranging from 10 to 500% (averaging 40%) are assessed against all allowable imports. Vessels which have paid their duties and otherwise passed inspection, receive a sealed manifest from the harbourmaster. Vessels seeking to dock at Thay will be refused entry if they do not present this manifest, seal unbroken.

GUILDS

Apothecaries: [66] [68]
Arcane Lore: [5] [18]
Chandlers: [44] [75]
Clothiers: [33] [42] [43]
Courtesans: [71]
Embalmer: [49]
Glassworker: [51]
Harpers: [16]
Heralds: [3]
Hideworkers: [73] [74]
Innkeepers: [24] [25] [26] [27] [28] [29] [30]
Jewellers: [46] [54]
Lexigrapher: [64] [67]
Lia-Kavair: [12]
Litigants: [36] [37] [39]
Locksmith: [56]
Masons: [38] [48]
Mercantylers: [7] [32] [50] [76]
Metalsmiths: [45] [62]
Miller: [35]
Ostlers: [24] [25] [27] [29]
Perfumer: [41]
Physicians: [47] [59] [69]
Pilots: [9]
Potters: [34] [40]
Salters: [31] [52]
Seamen: [10]
Shipwright: [70]
Tentmaker: [53]
Timberwrights: [58]
Weaponcrafters: [55] [57]
Woodcrafters: [61] [63]

TAXES

Property: 11% per annum (residential)
Property: 9% per annum (business)
Hawking : 15% goods value
Bonding: 3% goods value per month
Pilotage: 50d flat fee
Wharfage: 2d per foot per day
Registry: 100d per foot per annum

RELIGION

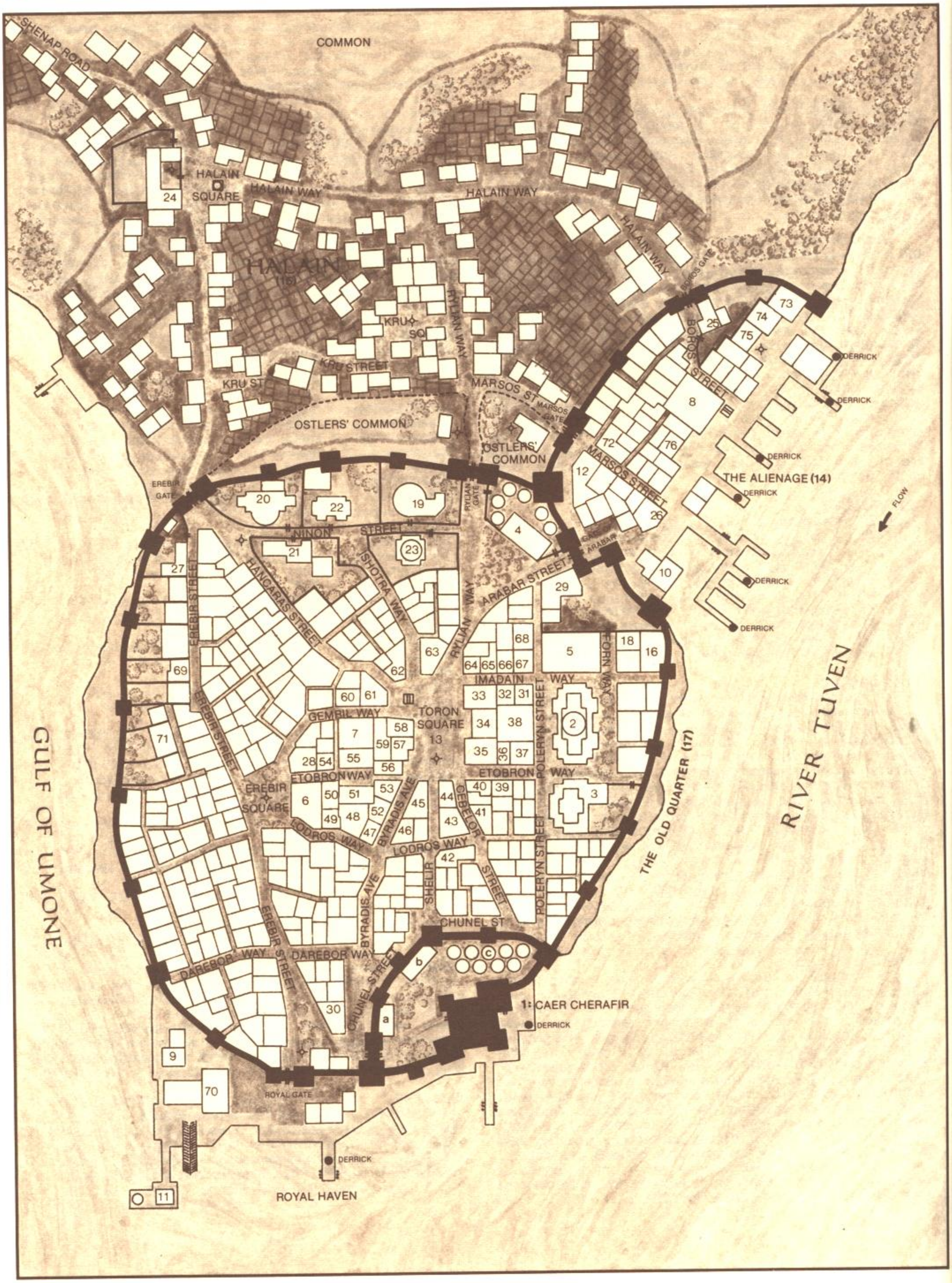
The religious climate in Melderyn is extremely unfavourable to the evil churches and in Cherafir, at least, of the dark sects there is no trace; any such trace that appears is immediately eradicated. The churches of Agrik, Morgath and Naveh are forbidden. Those of Larani and Peoni receive endowments from the king and many of the nobility, and enjoy tax free status.

TEMPLES

[19] HALEA (Order of the Silken Voice)
[20] LARANI (Order of the Spear of Shattered Sorrow)
[21] PEONI (Order of the Balm of Joy)
[22] PEONI (The Irreproachable Order)
[23] SAVE-K'NOR (The Shea-al-Aecor)

CHERAFIR

LOCAL SCALE
FEET
0
50
100
200


SHENAP ROAD
COMMON
HALAIN SQUARE
HALAIN WAY
HALAIN WAY
HALAIN WAY
HALAIN (15)
KRU SQ
KRU STREET
KRU ST
RYLIAN WAY
MARSOS ST
MARSOS GATE
OSTLERS' COMMON
OSTLERS' COMMON
BOROS GATE
BOROS STREET
MARSOS STREET
THE ALIENAGE (14)
DERRICK
DERRICK
DERRICK
DERRICK
DERRICK
DERRICK
DERRICK
DERRICK
FLOW
EREBIR GATE
RYLIAN GATE
NINON STREET
HANGARAS STREET
ISHOTRA WAY
RYLIAN WAY
ARABAR STREET
ARABAR GATE
EREBIR STREET
EREBIR STREET
EREBIR STREET
FORN WAY
IMADAIN WAY
GEMBIL WAY
TORON SQUARE 13
POLERYN STREET
POLERYN STREET
ETOBRON WAY
ETOBRON WAY
EREBIR SQUARE
BYRADIS AVE
BYRADIS AVE
CEBELOR
LODROS WAY
LODROS WAY
SHELIR
STREET
CHUNEL ST
CHUNEL STREET
DAREBOR WAY
DAREBOR WAY
1: CAER CHERAFIR
ROYAL GATE
ROYAL HAVEN
THE OLD QUARTER (17)
RIVER TUVEN
GULF OF UMONE
a
b
c
2
3
4
5
6
7
8
9
10
11
12
16
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76

©1983 N. Robin Crossby

CITY MAP INDEX

1. CAER CHERAFIR
The citadel of Cherafir and the principal residence of King Chunel of Melderyn. The keep has two sub levels, and six above ground stories; it extends approximately sixty five feet above the ground and its towers are fifteen to twenty feet taller than that. The deliberation chambers of the covert Council of Eleven are located here. [a] House of Merbesa, bonded master weaponcrafter to the royal household. [b] House of Uone, bonded master ostler to Caer Cherafir. [c] Granaries of the Royal Household.

2. PALACE OF THE GOLDEN DOME
The palace is named for its gold leaf covered, fifty foot, unsupported dome (an unsurpassed display of oppulence). This is the headquarters of the Melderyni and Cherafir governments; most of the permanent organs of both are housed here. The palace also contains the Royal Cherafir Mint and the law courts of Melderyn and Cherafir.

3. ENCLAVE OF THE GOLDEN ORB
The prime college of Heralds of the Harnic Isles and the residence of the islands' chief herald, the Sunrise King of Arms. The college contains heraldic records for the entire Harnic Isles and for the nearer Lythian states. The enclave enjoys what amounts to extra-territoriality.

4. BONDING HOUSE
Cherafir has two bonding houses for storing imports; the other is in the Alienage [8]. Both are administered by a bondmaster appointed by the council.

5. CHANTRY OF THE GUILD OF ARCANE LORE
(See: next page).

6. HALL OF THE MANGAI
The Cherafir chapter of the Mangai meets quarterly; at other times the hall is used primarily as a social club for guildmasters and syndics.

7. MERCANTYLERS' HALL
The Cherafir commodities exchange - members only.

8. ALIENAGE BONDING HOUSE
Goods imported by maritime trade are subject to inspection here. Proscribed goods are confiscated, with or without compenstation, and stored here until they can be studied and/or destroyed. At least ten soldiers of the garrison are on duty at any time.

9. PILOTS' GUILD
Many of the Harnic Isles' best pilots are based in Cherafir. Valuable copies of their rutters and charts are stored in this hostel and guildhall.

10. SEAMANS' GUILD
A busy mariners' hostel, and the best place to hire experienced seamen. Seafarers from all over the islands, and from Lythia, can be found here.

11. HARBOURMASTER OF CHERAFIR
The official residence of the pilot of Cherafir Haven. There is a beacon just to the west, lit when visibility is poor.

12. GUILDHALL OF THE LIA-KAVAIR
The Cherafir chapter of the thieves' guild is not particularly well off; its activities are largely confined to the Alienage.

13. TORON SQUARE
The Cherafir market is open until noon, except on holidays.

14. THE ALIENAGE
Cherafir's foreigners' quarter, almost a city within a city. Most ships docking in the city are required to do so here. Exit from the Alienage is regulated; foreigners may be denied entry into Cherafir proper, and imported goods may only be taken into the city after inspection at the bonding house [8]. The Alienage is not as well patrolled as the rest of the town; the Lia-Kavair is allowed some freedom here, monopolizing an ongoing black market in prohibited imports. The population tends to be poor and associated with maritime activities. Many residents are stranded seamen from far afield.

15. HALAIN (North Cherafir)
The name given to the parts of Cherafir that are outside the city wall. Property taxes are 20%-25% lower in Halain. The population is generally of freemen; many have vegetable plots and/or livestock which they graze on the commons. Halain Square is the site of the Cherafir execution block. The westernmost part of Halain is inhabited by fishermen.

16. COLLEGE OF HARPERS
The Cherafir College of Harpers is one of two human halls in the Harnic Isles (the other is in Aleath). The Cherafir college has a large collection of maritime music collected in the Alienage. The guildmaster, Merena of Sinarael, was born in Nurisel in 661. In her youth, she studied at the Elshavel College, but the rumour that she has some Sindarin blood is unfounded. In her old age, she plays only for the king, and concentrates on imparting her skill and experience to a few chosen successors. Her favourite instrument is a Sindarin gold alloy flute, said to be of great enchantment.

17. THE OLD QUARTER
That part of the city, east of Cebelor Street and Toron Square, built on the ruins of an Earthmaster site. Some of the basement levels are of actual Ancient construction, with walls of a gray stonelike substance of unequalled resilience. The best preserved samples of Earthmaster architecture are located beneath the Chantrys [5] and [18].

18. CHANTRY
Chantry of the Ancient and Esoteric Order of the Mysteries of Savorya. The Savorya are a secret society of magic-users whose origins predate the existence of the Kingdom. Dedicated to the pursuit of the magic of the mind, Savoryans specialise in psionics.

19. TEMPLE OF HALEA
Order of the Silken Voice. Haleanism is not particularly popular in Melderyn, especially outside the merchant class.

20. TEMPLE OF LARANI
Order of the Spear of Shattered Sorrow. There is a chapter house on the premises of the fighting-order, the Lady of Paladins. The temple is popular among Melderyni gentlefolk.

21. TEMPLE OF PEONI
Order of the Balm of Joy, the female, celibate clerical order of the church of Peoni. The temple is guarded by members of the Laranian fighting order, the Lady of Paladins, and has a women's "hospital".

22. TEMPLE OF PEONI
The Irreproachable Order, the male, celibate clerical order of the temple of Peoni. The temple includes an infirmary for men and is guarded by members of the Lady of Paladins.

23. TEMPLE OF SAVE-K'NOR
The seat of the Primate of Save-K'nor for the Harnic Isles, and the headquarters of the Shea-al-Aecor, the senior clerical order of the church. The primate's name is Obiris of Ueld, a member of the Council of Eleven, and known as one of the most intelligent men in the islands.

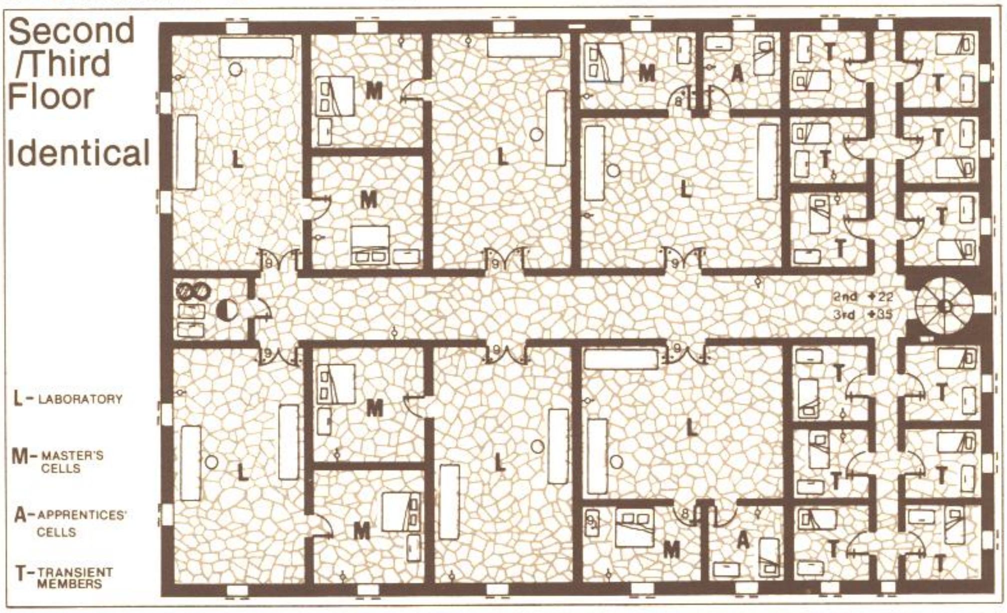
CHERAFIR 4

5. CHANTRY OF THE GUILD OF ARCANE LORE

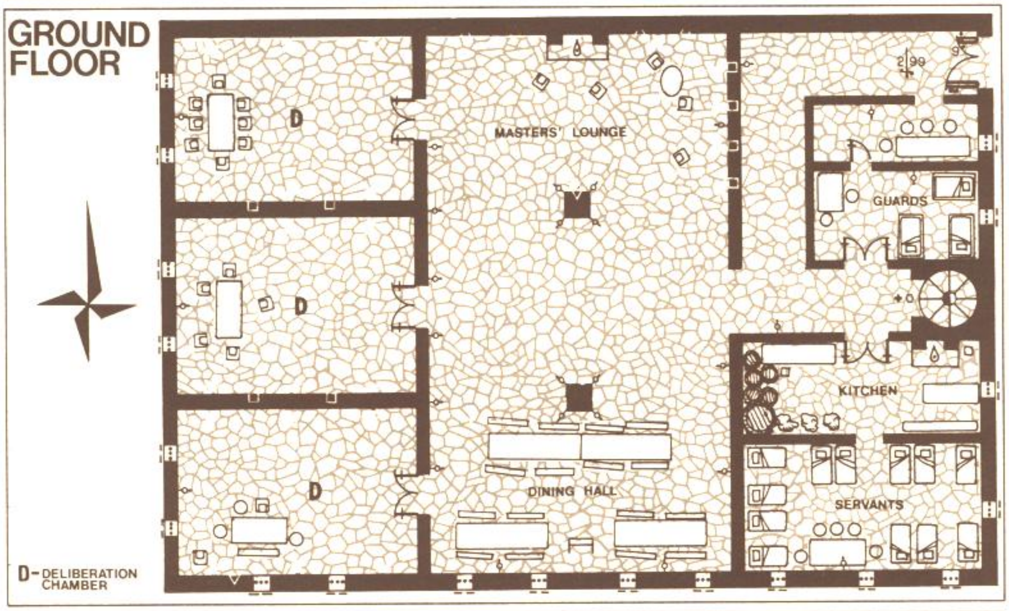
INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30 40 50

CHANTRY OF THE GUILD OF ARCANE LORE

The largest and most "serious" institution of the esoteric arts in the Harnic Isles. This is the headquarters of several secret orders some of which predate Melderyn's Five Kingdoms Period. The institution functions as a college and hostel, as well as a place of studies for several dozen practicioners of the arcane arts.


Second /Third Floor Identical

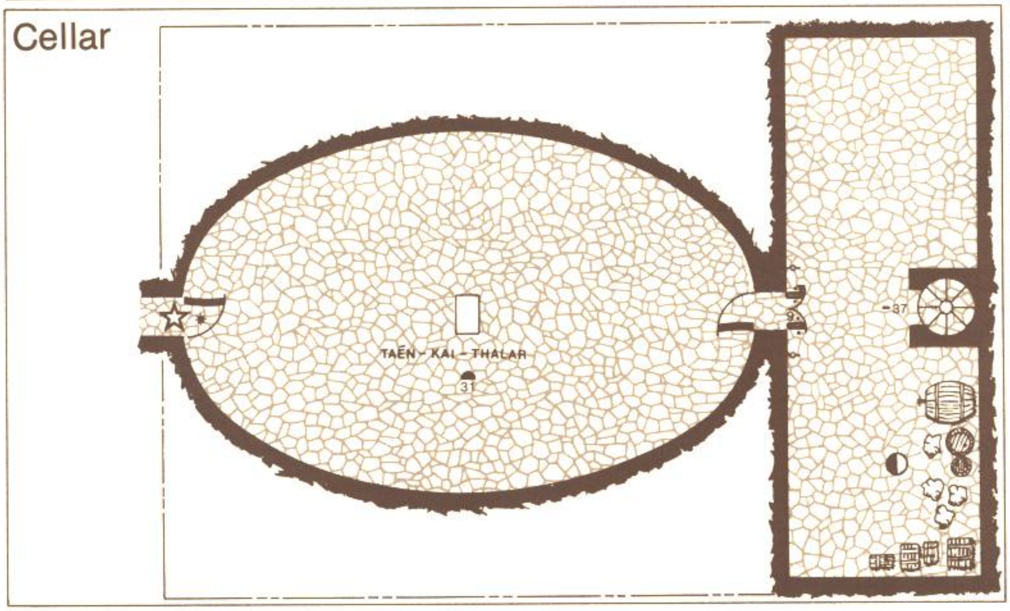
L - LABORATORY
M - MASTER'S CELLS
A - APPRENTICES' CELLS
T - TRANSIENT MEMBERS


GROUND FLOOR

D - DELIBERATION CHAMBER

The Taen-Kai-Thalar

The Hall of the Godstone, is of Earthmaster construction, a dense, gray stonelike substance that has remained intact for millenia. There is a fully functional Godstone located at the hall's centre; its use is restricted. The door at the western end of the chamber is visible only to psionically sensitive people. Despite many generations of effort, none have been able to break the spell (?) that locks the door.


Cellar

© 1983 Garry Steinhilber

24. THE BEAR'S HEAD (Inal of Eldir)
Size: 9 Quality: *** Prices: average
Freemaster ostler Kenath of Aribe.

25. THE THATCHER'S GLOVE (Obras of Partuna)
Size: 6 Quality: *** Prices: average
Freemaster ostler Pavin of Ewel.

26. THE BRONZE ANCHOR (Charidon of Zylaya)
Size: 7 Quality: *** Prices: average
Charidon is an Ivinian whose ship was wrecked on Melderyn's east coast in 702. Favoured by seafarers and frequented by prostitutes, this tavern is known for frequent brawls which sometimes spill into the street.

27. THE MARTLET AND SICKLE (Baris of Kapireth)
Size: 5 Quality: *** Prices: average
Freemaster ostler Imadar of Kapireth (a brother).

28. TOBILON'S INN (Ashain of Tobilon)
Size: 6 Quality: **** Prices: high
Clientele mostly middle class.

29. THE STILE (Raeda of Wethasil)
Size: 12 Quality: **** Prices: high
Freemaser ostler Viris of Aldarian. A party of adventurers were murdered in their beds in 521, prior to their planned trip to Gelimo; some patrons have claimed that ghostly whispering can be heard at night. Whether she believes it or not, the astute Raelda has refused to have the ghosts exorcised since they lure dozens of curious sightseers.

30. THE BOAR AND SPIKE (Ugen of Elbaros)
Size: 4 Quality: **** Prices: average
The clientele are soldiers of the garrison, a few seafarers, and some other locals.

31. SALTER (Habin of Artus)
Size: 3 Quality: *** Prices: average

32. USURER/MERCANTYLER (Jerid of Amafa)
Size: 3 Quality: *** Prices: high
Willing to take risks and has been known to finance ventures that no other usurer will touch.

33. CLOTHIER (Merery of Chelya)
Size: 12 Quality: **** Prices: average
Merery is a kindly woman, Cherafir's busiest Clothier.

34. POTTER (Wereda of Ieshre)
Size: 7 Quality: *** Prices: average

35. MILLER/MILLWRIGHT (Yebin of Domelen)
Size: 5 Quality: *** Prices: average
Specialty: baking (meat pies are very good). The mill is ox-powered and leased from his guild.

36. LITIGANT (Karpan of Daro)
Size: 3 Quality: ***** Prices: high +

37. LITIGANT (Sarin of Eyloch)
Size: 4 Quality: **** Prices: high
She is heavily involved in real estate.

38. MASON (Hobir of Ryth)
Size: 10 Quality: ***** Prices: high
Five generations of the family have worked in this location, dedicating much of their lives in the unsuccessful attempt to learn the secret of the Earthmasters' stonework (?) that can be found in their cellars. Hobir's father journeyed over much of eastern Harn examining the architectural wonders left by Harn's earliest inhabitants. Hobir has been considering such a "pilgrimage" either for himself or his son, who should become a journeyman in 722.

39. LITIGANT (Garin of Charance)
Size: 3 Quality: *** Prices: average

40. POTTER (Thasis of Kotren)
Size: 2 Quality: **** Prices: high
Specialty: ceramic ornaments and finewares.

41. PERFUMER (Barak of Karenel)
Size: 7 Quality: **** Prices: high

42. CLOTHIER (Sarad of Stiem)
Size: 3 Quality: **** Prices: high +
The king of Melderyn has been known to shop here, as do many of the gentlefolk of the kingdom. Sarad imports silk from Lythia to line his richer garments.

43. CLOTHIER (Mysiline of Nerieldor)
Size: 8 Quality: **** Prices: high
Misiline of Nerieldor claims to be of Lythian extraction, but she is evasive when pressed on the matter. Her hand embroidered surcoats are treasured by those who can afford their high price.

44. CHANDLER (Jend of Hudusin)
Size: 4 Quality: *** Prices: average
Specialty: scented candles. Purchases essences from Karenel [41].

45. METALSMITH (Gwelen of Podine)
Size: 3 Quality: **** Prices: average
Specialty: pewter ware. Gwelen is of Jarin descent; her grandfather fought in the Ivinian wars. Born in 697, she is one of Cherafir's youngest franchise holders.

46. JEWELLER (Yelime of Tixena)
Size: 3 Quality: **** Prices: average
Specialty: gold and silversmithing. Her fine chains and filigree work are in wide demand.

47. PHYSICIAN (Sorol of Chomerke)
Size: 2 Quality: *** Prices: average

48. MASON (Makan of Ren)
Size: 7 Quality: **** Prices: average
Specialty: decorative carving and reliefs.

49. EMBALMER (Erdin of Baldis)
Size: 4 Quality: *** Prices: average

50. USURER/MERCANTYLER (Uthelren of Onparin)
Size: 6 Quality: *** Prices: high
Specialty: large loans. His promissory notes are widely recognised outside Melderyn. Cherafir's wealthiest moneylender, Uthelrin keeps a large amount of cash on hand, and employs three full time mercenaries, one on duty during the day, two at night.

51. GLASSWORKER (Elderien of Sideth)
Size: 4 Quality: *** Prices: high
Claims to have studied glassworking in Elshavel (as do many of her trade). Goods imported from Evael are occasionally available.

52. SALTER (Jartus of Murthen)
Size: 2 Quality: *** Prices: average
Specialty: pickled herring.

53. TENTMAKER (Irdan of Vabenal)
Size: 4 Quality: ***** Prices: high

54. JEWELLER (Korbin of Renasta)
Size: 2 Quality: *** Prices: average
Specialty: rings and brooches with valuable gemstone settings. Will purchase gems from anyone and pays top prices for quality stones.

55. WEAPONCRAFTER (Yebisi of Netoshi)
Size: 1 Quality: ***** Prices: high +
Specialty: battleswords (Harnic two-handed sword). Rumour, denied by Yebisi, has it that he is from the other end of Lythia. Yebeshi will occasionly demonstrate the virtues of his handiwork by cutting through a six inch wooden oak log with a single cut of one of his battleswords. Many have it that he is

the finest non-Khuzan swordsmith in the Harnic Isles. He refuses to take on any apprentices, permits few journeymen into his shop and teaches them very little. The cheapest Yebesi battlesword costs 1000d. He only makes two or three such weapons yearly.

56. **LOCKSMITH (Charid of Athan)**
Size: 2 Quality: ***** Prices: high +
Probably Harn's best locksmith, said to occasionally use magic in his work.

57. **WEAPONCRAFTER (Sabith of Lerik)**
Size: 3 Quality: *** Prices: average
Specialty: shields and mail. Decorative arms, emblazoned on shields, are usually done by apprentice heralds. It is a serious offence to bear false arms.

58. **TIMBERWRIGHT'S GUILD**
The hall used as a hostel and business place by timberwrights visiting Cherafir. Some lumber may be available on the premises for immediate sale.

59. **PHYSICIAN (Ephis of Hipaeus)**
Size: 2 Quality: *** Prices: high
Caters mainly to the merchant class.

60. **HALL OF YASHOI (Public Baths)**
An institution unique (in the Harnic Isles) to Cherafir. For sums ranging from 2-4d, anyone may avail themselves of these facilities. Patrons are shown to individual or group stalls, provided with soap and doused with hot/warm/cold water by servants. Most Harnians deem such practices unhealthy, but a few of the middle and upper classes so indulge. The bath house was opened in 711 by an immigrant from Lythia (Hetosye of Yashoi). This man disappeared in 716, but a local, Heorn of Jaesin produced a will that gave the operation to him. Suspected foul play could not be proven.

61. **WOODCRAFTER (Arabis of Provin)**
Size: 8 Quality: *** Prices: average
Specialty: furniture.

62. **METALSMITH (Labian of Dondech)**
Size: 5 Quality: *** Prices: average

63. **WOODCRAFTER (Embran of Vylosan)**
Size: 6 Quality: **** Prices: average
Specialty: cooper. Has a foul temper and is often seeking new workers.

64. **LEXIGRAPHER (Ronis of Merkenos)**
Size: 1 Quality: **** Prices: high +
Specialty: maps. Unlike most mapmakers, Ronis (a former pilot) leaves unknown areas of his maps blank, instead of creatively elaborating missing information. The map-buying public does not, however, appreciate this, and Ronis is always verging on poverty.

65. **TOYMAKER (Queline of Rathin)**
Size: 1 Quality: *** Prices: average
Sells mainly to gentlefolk who can afford her decorative style. Also stocks imported and locally made curios on consignment.

66. **APOTHECARY (Zabin of Buritta)**
Size: 2 Quality: *** Prices: average
Caters to physicians and to the general public. Like most apothecaries, he makes most of his money selling love-potions and charms.

67. **LEXIGRAPHER (Tolmey of Varass)**
Size: 2 Quality: *** Prices: high
Specialty: scrolls, vellum, parchment, and ink.

68. **APOTHECARY (Garath of Lunen)**
Size: 2 Quality: **** Prices: high +
Caters mainly to the esoteric institutions and individuals of the "mages city"; he is an alchemist of considerable skill. He collects most of his raw materials himself (he is often out of town) and will deal only with people he likes.

69. **PHYSICIAN (Heribon of Pharcaras)**
Size: 2 Quality: ***** Prices: high +
His brother is a member of the Council of Eleven.

70. **SHIPWRIGHT (Kai of Intrel)**
Size: 8 Quality: *** Prices: average
Depends on tried and true designs. Most of his work is maintenance, but the volume of maritime trade in Cherafir keeps him busy and very prosperous.

71. **HOUSE OF THE FIVE LANTERNS**
Size: 20 Quality: **** Prices: high
The only house in Cherafir of the Courtesans' Guild. The mistress is called Nerelyne of Harasain, she has a half dozen full bonded courtesans and a dozen apprentices. The guild's activities are frowned on by the authorities, so the operation is discreet and does a brisk business catering to the upper classes.

72. **BROTHEL (Foralyn of Hubern)**
Size: 14 Quality: *** Prices: average

73. **HIDEWORKER (Orthil of Lebarn)**
Size: 9 Quality: *** Prices: average

74. **HIDEWORKER (Tamis of Rikarben)**
Size: 6 Quality: *** Prices: average
In 714, Tamis was almost executed for dealing in human skins which he had imported from Lythia, but escaped death by establishing that he was unaware of their nature.

75. **CHANDLER (Ithai of Payensen)**
Size: 4 Quality: *** Prices: high
Stocks a range of goods purchased from other guilds, selling them at a mark up of 20-30%; open from noon to dusk.

76. **USURER/MERCANTYLER (Undarshil of Orlym)**
Size: 5 Quality: *** Prices: high
An animal lover who keeps no less than five large dogs who have, on more than one occasion, seriously mauled intruders.

LOCATION: Thardic Republic
STATUS: Capital
GOVERNMENT: Senate/Prefect/Judge Advocates (civil)
Senate/Warden/Red Guard (military)
POPULATION: 12,500 (approx.)

Harn's largest city and capital of the Thardic Republic. With the exception of Cherafir, Coranan is the most cosmopolitan settlement on Harn. The city is noted (among Harnians) for its profusion of palaces and major buildings, legacies of the once powerful Corani Empire. It is also a city of several distinct enclaves, segregated by inner walls and patrolled by semi-autonomous bodies of armed guards.

HISTORY

Coranan was founded more than four centuries ago by Corthir, chieftain of the Corani tribe. As the Corani Empire grew, Coranan came to dominate the cultural and economic affairs of western Harn. However, with the empire's decline into decadence and corruption, Coranan's nadir came when it fell to the hordes of the Balshan Jihad. As part of the short-lived Theocracy of Tekhos, Coranan was a centre of intrigue against the rule of the religious tyrants, partly due to the choice of Shiran as the regime's capital, partly because of an imperial tradition that was not wholly extinguished by the "Butchers of Morgath". This culminated with the assassination of the dictator Horahnam in Coranan and the subsequent collapse of the Theocracy. During the Interregnum the city gradually regained some of its stature, establishing a republic, then an alliance with the neighbouring Shiran Republic, which developed into the Thardic League to defend against a barbarian threat from Rethem. The League proved successful and Coranan, which housed its senate, prospered. When the League evolved into the Thardic Republic almost fifty years ago, Coranan became the capital of the new state.

CHRONOLOGY

301 TR: City founded by Corthir
558 TR: Balsha executed in Coranan
Balshan Jihad begins
565 TR: Coranan falls to Balshans
Emperor Medak impaled
Corani Empire ends
568 TR: Theocracy of Tekhos founded
588 TR: Horahnam of Tekhos assassinated
Theocracy of Tekhos ends
621 TR: Coranan Republic founded
632 TR: Coranan/Shiran alliance
636 TR: Thardic League founded
661 TR: Five Year War (Kanday/Thardic League)
666 TR: Peace of Quivum
672 TR: Salt War (Kaldor/Thardic League)
673 TR: Salt War ends
674 TR: Assassination of Autarch Aglir
Thardic League disolved
Thardic Republic founded
712 TR: Kuseme War (Kanday/Thardic Republic)

GOVERNMENT

Coranan contains the national senate of the Thardic Republic, the Chamber of the Red Domes [3]. The city itself is governed by two officals, both appointed by the Senate for one year terms, but renewable at the pleasure of the senators. The Prefect is responsible for financial, judical and other civic matters (he is effectively a Mayor) and appoints a varying number of Judge Advocates (aldermen); the Warden commands the Red Guard and is responsible for defence and security. The city is, however, inadequately policed, since the elitist Red Guard consider garrison duty beneath their dignity. Most of the policing is left to privately funded and organised para-military groups. There is also rampant bribery and corruption in virtually all Corani institutions. The current Prefect is Toribir of Wejik, a competent senator who gained the office in 716. The office of Warden is currently vacant and has been for three months due to a deadlock in the Senate between Harmon of Kainel and Grazikain of Soria.

ECONOMICS

Coranan is one of the most important economic centres in Harn, despite the political fragmentation in present day Tharda. It is the western terminus of the main trade route with eastern Harn and sits astride the road and river links of the cities of Aleath, Golotha, and Shiran. Salt and iron, the two most tradable products on Harn, are both mined nearby. The city exports locally manufactured brasswares, pottery and textiles. Mercantylers dealing in a wide range of commodities are numerous and powerful and the city is a haven for guilds of all kinds. The bazaar and merchants quarter are noted for their frenzied activity.

GUILDS

Apothecaries: [66] [86] [113]
Arcane Lore: [21]
Chandlers: [49] [55]
Charcoaler: [72]
Clothiers: [78] [85] [87] [89] [90]
Courtesans: [105] [106]
Embalmers: [51] [64]
Glassworker: [61]
Heralds: [5]
Hideworkers: [48] [76]
Innkeepers: [39] [40] [41] [42] [43] [44] [45] [46] [47] [104]
Jewellers: [67] [69] [70] [73]
Lexigrapher: [54] [84]
Lia-Kavair: [16] [23]
Litigants: [91] [92] [96] [97]
Locksmiths: [50] [75]
Masons: [74] [80]
Mercantylers: [17] [93] [95] [98] [107] [108]
Metalsmiths: [68] [79] [81] [82] [102]
Miller: [103]
Ostlers: [12] [39] [40] [42] [43] [45] [104]
Perfumers: [60] [63]
Physicians: [88] [109] [114] [115]
Pilots: [18]
Potters: [53] [56] [58] [65]
Salters: [77]
Seamen: [20]
Shipwright: [38]
Tentmakers: [59] [94]
Timberwrights: [99]
Weaponcrafters: [52] [57] [62]
Woodcrafters: [83] [100] [101] [111]

TAXES

Property: 7% per annum (residential)
Property: 5% per annum (business)
Hawking : 9% goods value
Bonding: 2% goods value per month
Pilotage: 25d flat fee
Wharfage: ½d per foot per day
Registry: 30d per foot per annum

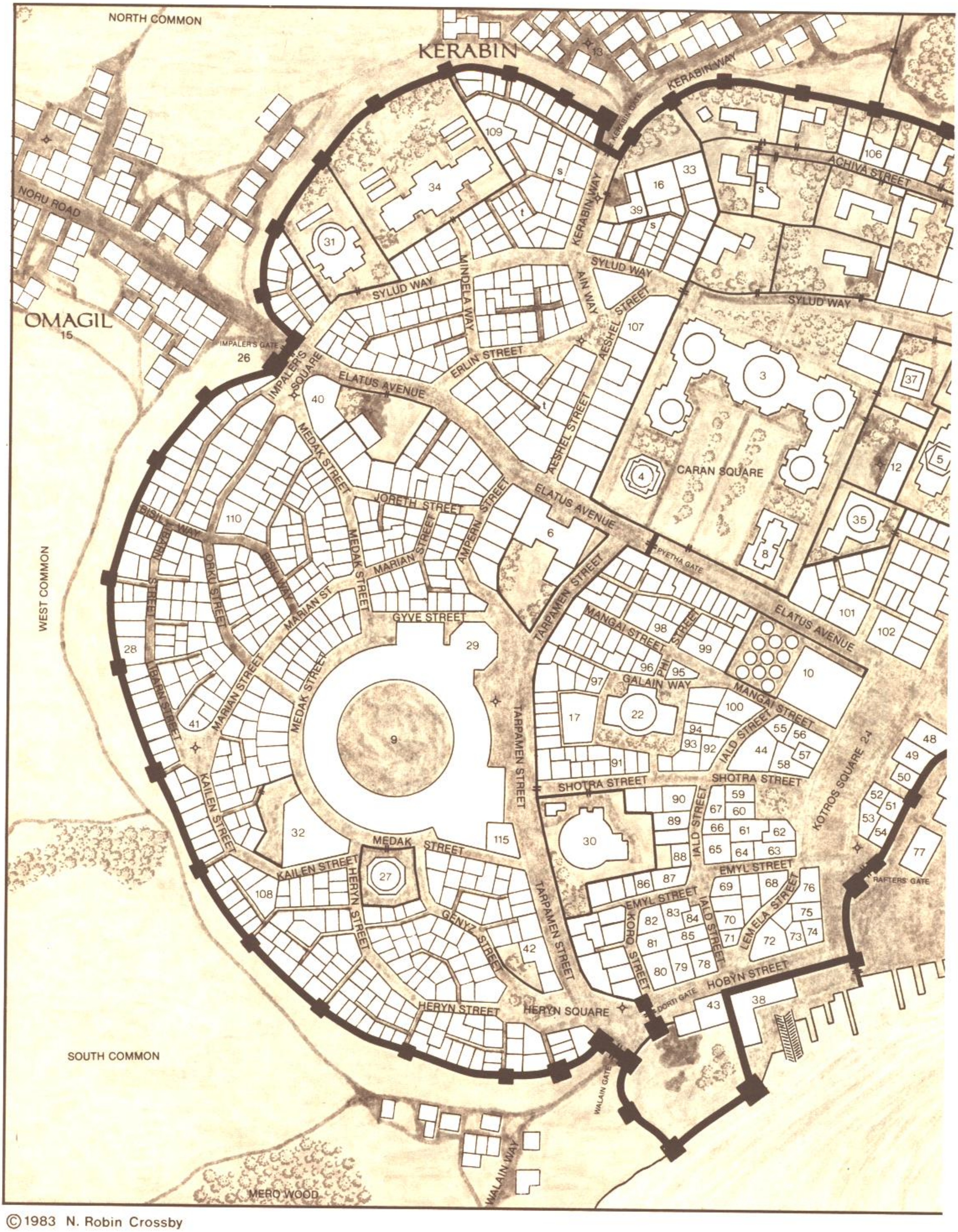
RELIGION

Coranan is the most tolerant of Harnic cities with regard to religion. There are twelve major temples serving seven deities, although the Temple of Naveh is illegal. The remaining three churches are not proscribed, being absent only by custom or for lack of adherents.

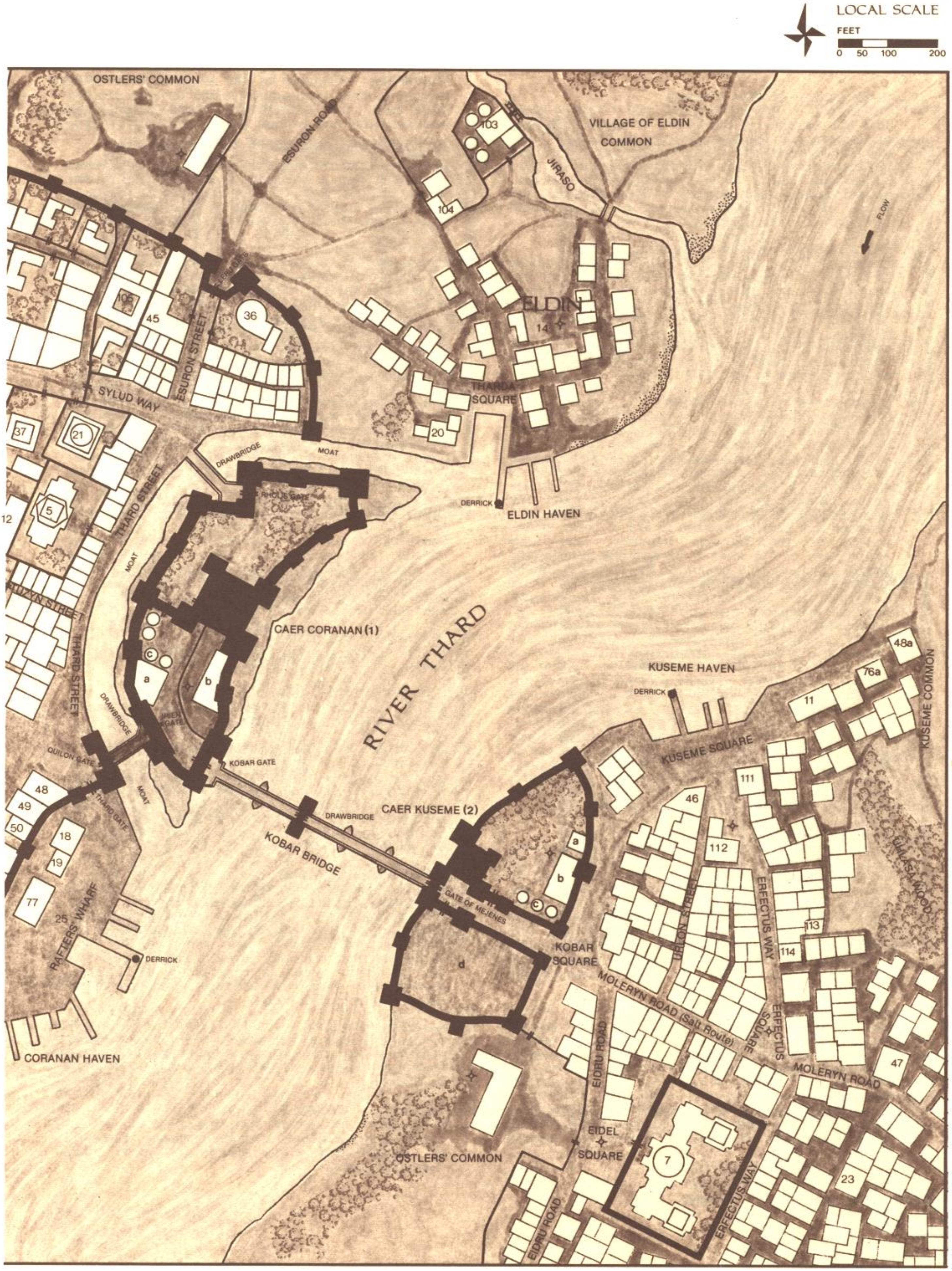
TEMPLES

[27] AGRIK (Order of the Eight Demons)
[28] AGRIK (Order of Herpa the Mace)
[29] AGRIK (Order of the Octagonal Pit)
[30] HALEA (Order of the Silken Voice)
[31] LARANI (Order of Hyvrik)
[32] MORGATH (Order of the Lord of Chaos)
[33] NAVEH (Order n/a)
[34] PEONI (Order of the Balm of Joy)
[34] PEONI (The Irreproachable Order)
[35] SAVE-K'NOR (The Hyn-Aelori)
[36] SAVE-K'NOR (Order of Rydequelyn)
[37] SAVE-K'NOR (The Shea-al-Aecor)

CORANAN


NORTH COMMON
KERABIN
13
KERABIN WAY
KERABIN GATE
106
ACHIVA STREET
109
34
s
33
16
39
s
t
KERABIN WAY
NORU ROAD
31
SYLUD WAY
MINDELA WAY
AIN WAY
SYLUD WAY
AESHEL STREET
107
SYLUD WAY
OMAGIL
15
IMPALER'S GATE
26
IMPALER'S SQUARE
ELATUS AVENUE
ERLIN STREET
3
37
40
t
AESHEL STREET
MEDAK STREET
4
CARAN SQUARE
12
5
JORETH STREET
AMPERIN STREET
ELATUS AVENUE
6
35
8
PYETHA GATE
BISIL WAY
110
IBARIN STREET
ORKU STREET
BISIL WAY
MEDAK STREET
MARIAN STREET
MARIAN ST.
TARPAMEN STREET
MANGAI STREET
98
PHI STREET
99
ELATUS AVENUE
101
102
WEST COMMON
28
GYVE STREET
29
96
95
97
GALAIN WAY
MANGAI STREET
10
IBARIN STREET
MARIAN STREET
MEDAK STREET
17
22
100
9
41
TARPAMEN STREET
94
93
92
IALD STREET
55
56
44
57
58
48
49
50
KOTROS SQUARE 24
91
SHOTRA STREET
SHOTRA STREET
90
59
67
60
89
IALD STREET
66
61
62
52
51
53
54
KAILEN STREET
32
30
115
65
64
63
77
MEDAK STREET
88
EMYL STREET
27
KAILEN STREET
108
HERYN STREET
86
87
69
68
76
RAFTERS' GATE
EMYL STREET
82
83
84
70
75
LEMELA STREET
GENYZ STREET
TARPAMEN STREET
85
71
73
74
72
IALD STREET
42
KORO STREET
81
80
79
78
HOBYN STREET
DORTI GATE
43
38
HERYN STREET
HERYN SQUARE
SOUTH COMMON
WALAIN GATE
WALAIN WAY
MERO WOOD

©1983 N. Robin Crossby


LOCAL SCALE
FEET
0
50
100
200
OSTLERS' COMMON
ESURON ROAD
103
104
VILLAGE OF ELDIN
COMMON
JIRASO
FLOW
ELDIN
14
105
45
36
ESURON STREET
SYLUD WAY
THARDA SQUARE
20
37
21
MOAT
DRAWBRIDGE
THARD STREET
5
12
RHOUS GATE
DERRICK
ELDIN HAVEN
MOAT
KUZYN STREET
THARD STREET
CAER CORANAN (1)
c
a
b
IRIEN GATE
RIVER THARD
KUSEME HAVEN
DERRICK
48a
76a
11
KUSEME COMMON
DRAWBRIDGE
QUILON GATE
KOBAR GATE
KUSEME SQUARE
111
48
49
50
THARD GATE
MOAT
DRAWBRIDGE
CAER KUSEME (2)
46
18
19
KOBAR BRIDGE
a
112
b
UPLON STREET
ERFECTUS WAY
77
25
RAFTERS' WHARF
GATE OF MEJENES
c
113
DERRICK
KOBAR SQUARE
114
d
MOLERYN ROAD (Salt Route)
EIDRU ROAD
ERFECTUS SQUARE
CORANAN HAVEN
47
MOLERYN ROAD
EIDEL SQUARE
OSTLERS' COMMON
7
23
EIDRU ROAD
ERFECTUS WAY

CITY MAP INDEX

1. CAER CORANAN (The Citadel)
   The keep is roughly 120' x 110' and 7 stories high. It is the residence of the Warden (military governor) of Coranan and the Headquarters of the Red Guard which is charged with security for the whole city, but concerns itself only with protecting the senators (often only those it likes). [a] House of Huridela, bonded master weaponcrafter to Carad Coranan. [b] House of Urdis, bonded master ostler to Carad Coranan. [c] Granaries.

2. CAER KUSEME (Kuseme Citadel)
   Residence of the Marshal of Eidel Province (Kronas of clan Elernin, who is also the Provincial Magistrate), and Headquarters of the Eidel Legion. The keep is 6 stories high and roughly 80' square. [a] house of Arasyd, bonded master weaponcrafter to Caer Kuseme. [b] House of Godeldis, bonded master ostler to Caer Kuseme. [c] Granaries. [d] South Bailey: used mainly as a marshaling yard and training ground by the Eidel Legion.

3. CHAMBER OF THE RED DOMES
   The Senate of the Thardic Republic is named for its five crimson domes. It was built as a palace of the Corani Emperor between 507 and 511, but its first actual tenants were members of the imperial bureaucracy. The building was damaged by fire as the city fell to the Balshan Jihad in 565, and it was again burned in the riots that followed the assassination of Horahnam of Tekhos in 588. The chamber was partly restored in 624 to serve as the senate of the Coranan Republic, and fully refurbished in 675 when it became the home of the Thardic Senate. The colour of the domes is due to the properties of a now exhausted deposit of Thard clay that was used to sheathe them; the original hue was a brilliant and quite unusual scarlet, but reddish brown would accurately describe the present colour. The Hall of Vandai Harasel is located beneath the central dome, an amphitheatre which seats up to a hundred senators, surrounded by alcoves and private consultation chambers where most of the significant political activities occur. The needs of the Thardic Republic do not equal those of the Corani Empire, so many of the rooms are either unused, employed as storerooms or underutilised. Around thirty senators, the career politicians, maintain offices or suites in the wings. The service quarters, housing groundskeepers, kitchen and other staff, and a small guardhouse manned by the Red Guard are located at the south end of the west wing.

4. CORANAN MINT
   Most of the Thardic Republic's coinage is made here. The building is of stone construction with walls up to ten feet thick. The dome on top is similar to those atop the Chamber of the Red Domes [3], but is more solidly constructed. The operation of the mint falls under the juristiction of the senate and is usually delegated to a single senator. This is a very choice post since the opportunities for creative accounting are extensive. The actual work is done by a bonded master of the Jewellers' Guild and his apprentices.

5. PALACE OF GULES
   Compound of the Chief Herald of the Thardic Republic. The palace is the repository of the heraldic records of the Republic and the local guildhall of the College of Heralds.

6. PALACE OF GELASHEN
   The official residence of the Prefect (civil governor) of the city of Coranan. The palace is also the meeting place for judges advocate (effectively the Coranan law courts).

7. THE DORIA PALACE
   The official residence of the Magistrate of Eidel province. Since the magistrate and marshal are the same man, this structure is used only as an administrative and judicial centre.

8. PALACE OF MEJENES
   Presently used as a "ministry of war" for the Thardic Republic, also a barracks (and sometimes social club) of the Red Guard. The palace contains apartments used by the three or four senators who take a close interest in military affairs.

9. PAMESANI ARENA
   Harn's largest Pamesani facility. The land on which the arena stands was forcibly purchased by the Prefect and Warden of Coranan in 685, despite violent resistence from local landlords and residents which forced the use of troops to quell the rioting. The two men resold the parcel to the Order of the Octagonal Pit [29] and were able to retire in great comfort. The scandal outraged many citizens, but the opening of the games in 687, and their subsequent popularity with the masses, quashed any thought of legal action that might have been pending. The games are held twice monthly, at Yaelah and Yaelmor, and are well attended. The Pamesani retain the original combats between various opponents, but have also grown to include a wide variety of spectacles that must surely turn the stomach of any viewer with a modicum of sensitivity.

   The Coranan Arena is the second eldest on Harn, and is quite lavish. Pleasant, often sexually lewd statues adorn the promenades. The building itself was faced with a variety of stones at great expense, and craftsmen are continually adding to the decoration. The Coranan games are not able to obtain as many strange/wild beasts as those in Golotha. Admission ranges from 1d to 12d, depending on the seat and the contents of the show.

10. BONDING HOUSE AND GRANARIES
    Responsibility for this establishment falls to the Prefect who appoints the Bondmaster.

11. KUSEME BONDING HOUSE
    Administered by the Bondmaster of Kuseme who is appointed by the Magistrate of Eidel Province.

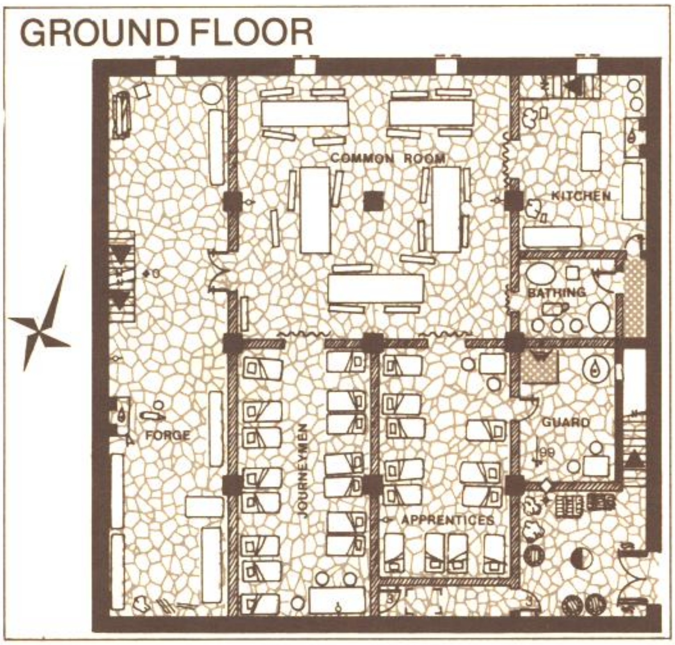
12. OSTLER TO THE SENATE (Alasain of Shekedis)
    Senators and some other officials are permitted to keep their horses here at the republic's expense. Some nobles who live permanently in the city stable their steeds here, giving rise to a proposal that restrictions be placed on the right to use the facility, but sufficient votes to adopt the plan are not likely.

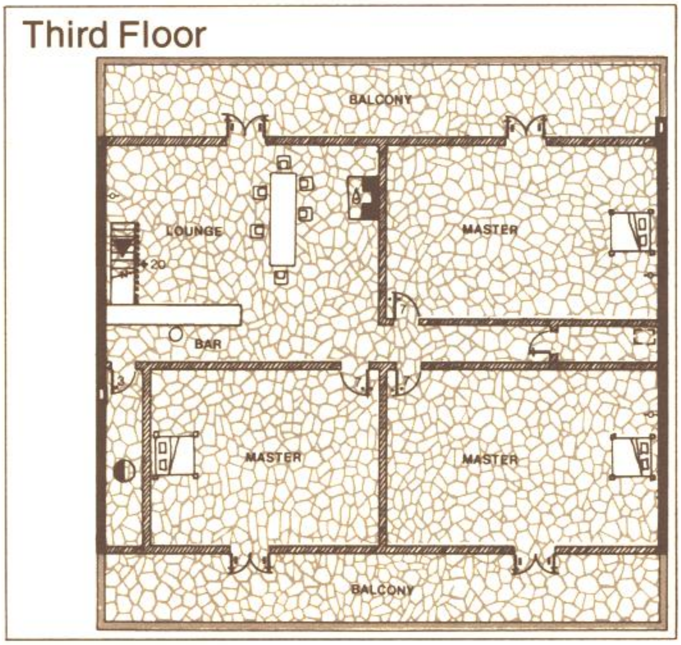
13. VILLAGE OF KERABIN
    Kerabin is inhabited mostly by impoverished folk who earn most of their livelihood labouring in the city; some residents have small plots (off map to north), and about half graze some kind of livestock on the commons. All properties pay cropshares or taxes to the city and many pay, usually small, tribute to the Lia-Kavair which is very active in Kerabin. Kerabin Way joins with the Esuron Road a short distance north of Coranan.

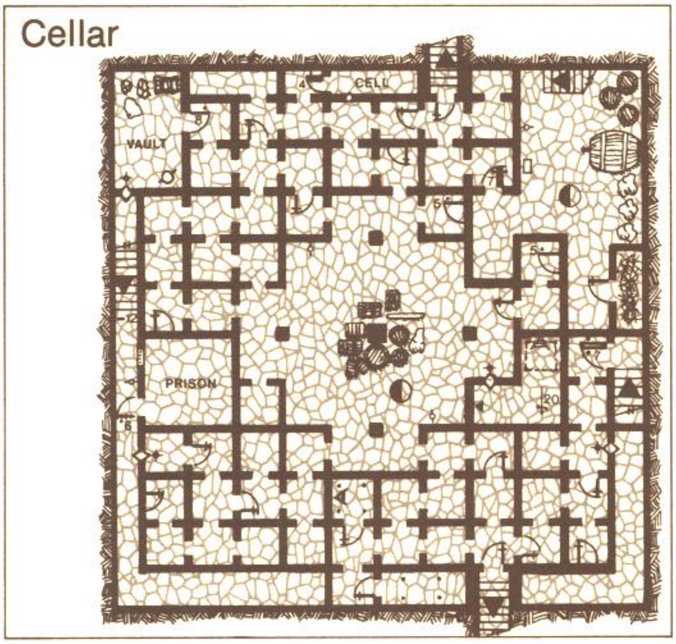
14. VILLAGE OF ELDIN
    Primarily a fishing village and a watering hole for poor riverfolk. The Seamans' Guild [20] is located here. Most landlords/residents pay property taxes to the city.

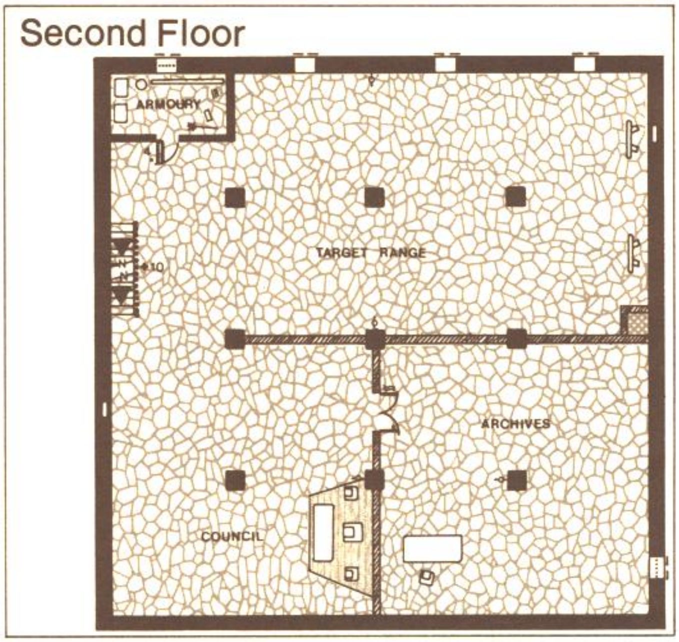
15. VILLAGE OF OMAGIL
    A typical semi-urban settlement. Many of the residents graze livestock on the commons. Some, in the western half of the village (off map), have vegetable plots.

16. GUILDHALL OF THE LIA-KAVAIR


GROUND FLOOR
COMMON ROOM
KITCHEN
BATHING
GUARD
FORGE
JOURNEYMEN
APPRENTICES


Third Floor
BALCONY
LOUNGE
MASTER
BAR
MASTER
MASTER
BALCONY


Cellar
CELL
VAULT
PRISON


Second Floor
ARMOURY
TARGET RANGE
ARCHIVES
COUNCIL

GUILDHALL OF THE LIA-KAVAIR (Thieves' Guild).

The buildings marked [s] on the local map are safe houses owned and maintained by the Lia-Kavair. They appear as ordinary slums. Two stairways down from the cellar level connect with the safe houses by way of underground tunnels. The building itself is of stone and daub and wattle construction and seems, from the outside to be a fairly ordinary, if large residence. Despite constant vigilance by apprentices on guard, the building has a number of tricks and traps to deal with intruders. The entry seems an ordinary storeroom with two visible exits, one to the cellar and the other into a cul-de-sac. The entrance most used by the members is the secret door in the north wall. The cellar is the most interesting feature. Apart from various store rooms, there are a vault and holding cells for captives awaiting disposal. The cellar is essentially a maze, designed to confuse unwelcome guests and provide numerous opportunities for ambush. Members entering the guildhall will most often do so via the tunnels from north and south.

INTERIOR SCALE
FEET (1 mm = 1 Foot)
0 10 20 30 40 50

© 1983 Garry Steinhilber

17. MERCANTYLERS' GUILDHALL
The Coranan comodoties exchange, members only.

18. PILOTS' GUILD
The Coranan pilots' hostel is not a particularly prestigious establishment, as such go, since most local maritime activity is concerned with traffic on the river Thard. A recent spate of river accidents (collisions and groundings) has encouraged the guild to petition the Senate to legislate a requirement for a river pilot to be aboard all vessels over 16 feet in length moving between Shiran and Coranan. This petition is supported by the Shiran chapter of the Pilots' Guild (naturally) and may soon become law. The present law requires a pilot only if a vessel exceeds 30'. Most are exactly 29' long.

19. HARBOURMASTER
Official residence of the harbourmaster (pilot) of the port of Coranan.

20. SEAMANS' GUILD
Most so-called seamen operating in Coranan are concerned with barge traffic on the Thard.

21. CHANTRY OF THE GUILD OF ARCANE LORE
This is not so much a guildhall as a covert hostel for visiting members and a permanent home for a few local alchemists and loreists. The hall is supported by donations from members (there is no formal dues structure).

22. PALACE OF PENTICLES
Hall of the Coranan chapter of the Mangai. The building is named after the Court of Penticles, an economic advisory body founded in 421 during the Corani Empire. The present day Mangai developed out of this body in 493. The Mangai appoints a special council to advise the Prefect; it meets here monthly.

23. GUILDHALL OF THE LIA-KAVAIR OF KUSEME
This chapter has to work very hard to maintain its independence from the Coranan chapter [16].

24. KOTROS SQUARE (Coranan Market)
The market is open daily between dawn and dusk, except on holidays.

25. RAFTERS' WHARF (Fishmarket)
Rafters' Wharf is also used for other activities connected with river traffic. Fish may be sold, except on holidays, between dawn and dusk.

26. IMPALER'S GATE
The gate was named for Medak the Impaler who was put to death near here in 565, along with many of the members of his court and family, by the armies of the Balshan Jihad. Guards at the gate have, on occasion, reported strange voices at night.

27. TEMPLE OF AGRIK
Order of the Eight Demons, one of two female clerical orders of the church of the evil war god. The order is notorious for its sexual torture of male captives brought by its sponsored "fighting" order, the Cohorts of Gashang, which has a chapter house on the premises. The order is involved in an ongoing, secret war of assassins with the order of Herpa the Mace [28].

28. TEMPLE OF AGRIK
Order of Herpa the Mace. This temple is covert and continuously involved in a war of assassins with the Eight Demons [27], and occasionally with other orders. There are only a few clerics of the order left in the city, and even fewer "knights" of the sponsored fighting-order, the Red Shadows of Herpa. These orders' main activities involve an ongoing effort to subvert the Thardic government, and ferment an "evil temple crusade" against the rest of Harn.

29. TEMPLE OF AGRIK
Order of the Octagonal Pit, the order concerned with the administration of the Pamesani Arena [9]. The temple includes a chapter house of the Octagonal Pit's fighting-order, Demon Pameshlu the Insatiable. Unwary passers-by are likely to get an opportunity to display their courage at the next Pamesani games.

30. TEMPLE OF HALEA
Order of the Silken Voice. The temple is one of the most popular among the middle and upper classes of Coranan.

31. TEMPLE OF LARANI
Order of Hyvrik. Since there are three temples of Agrik, and only one of Larani in Coranan, the Laranians tend to be somewhat beleagured. There is a constant ideological struggle between the good and evil temples among the ruling classes. The clerics of Larani here espouse anti-republican sentiments and the temple is something of a center for those favouring a return of the Corani Imperium. There is a chapter house of the fighting-order, the Checkered Shield, within the temple; this order also provides guards for the temple of Peoni [34].

32. TEMPLE OF MORGATH
Order of the Lord of Chaos. Tarry not.

33. TEMPLE OF NAVEH
Temple is covert and illegal, the only church banned in Coranan. Nearby houses marked "t" are safe-houses for temple adherents.

34. TEMPLE OF PEONI
The temple houses the Coranan chapters of the Order of the Balm of Joy (west wing) and the Irreproachable Order (east wing). The central block is shared by the two orders. The four buildings to the northwest are "hospitals". The compound is guarded by a handful of guards provided by the order of the Checkered Shield [31].

35. TEMPLE OF SAVE-K'NOR
Chief house of the Order of the Hyn-Aelori. This studious order has sizable archives. It takes virtually no interest in politics.

36. TEMPLE OF SAVE-K'NOR
Order of the Rydequelyn. The order that stresses the deity's "jester" aspect. The Rydequalyn often play practical jokes on leading figures in an attempt to act the role of political/social critic.

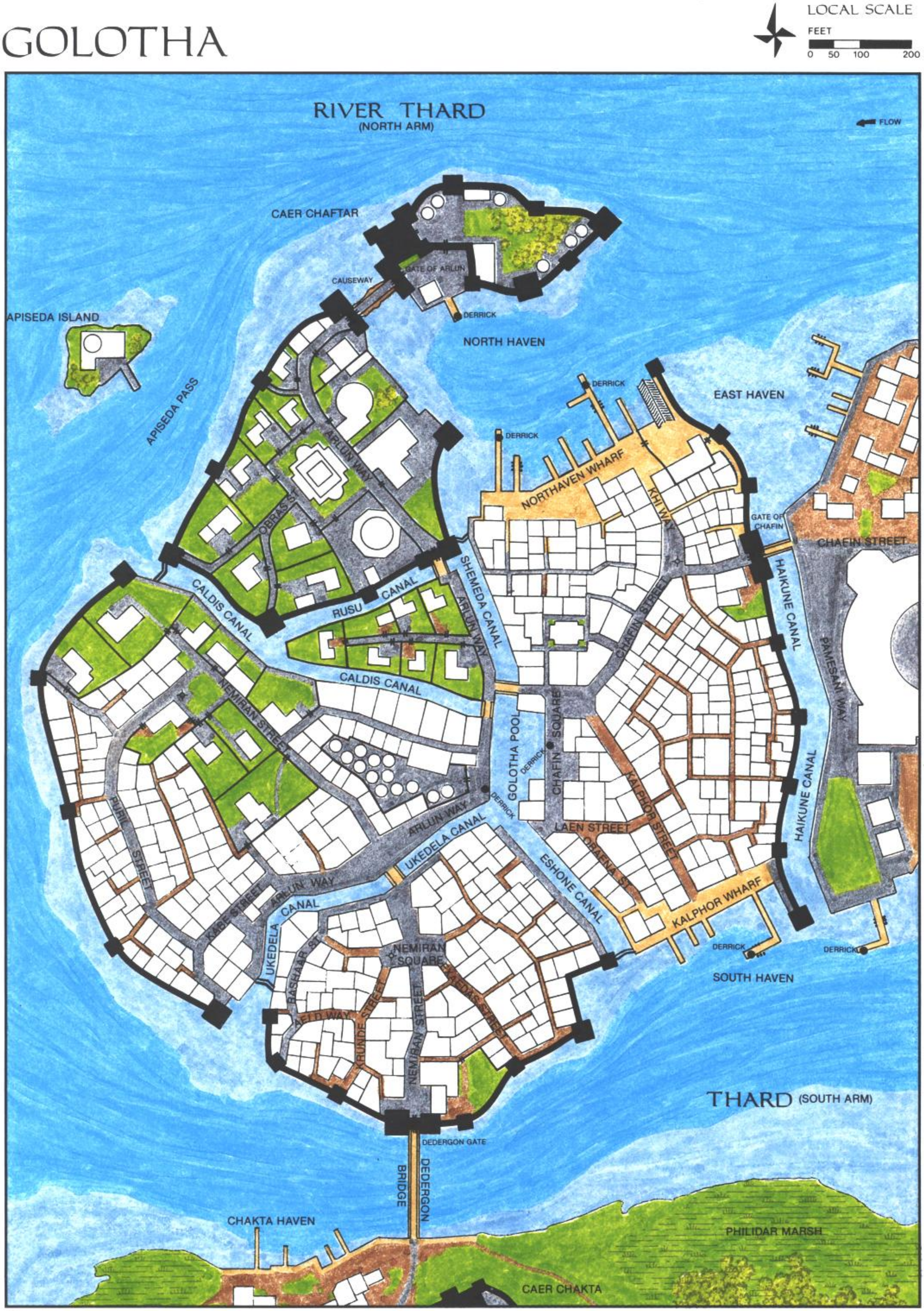
37. TEMPLE OF SAVE-K'NOR
Order of the Shea-al-Aecor, the prime sect of the church. Due to its subtlety, the order's influence on Thardic politics is stronger than most people, even most senators, realise.

38. SHIPWRIGHT (Sorabain of Kardan)
Size: 14 Quality: ** Prices: average
Specialty: construction and maintenance of oar-powered river barges; most of these are 29' long to avoid piloting fees. There is little call in Coranan for a real naval architect.

39. APPLE INN (Inran of Parsuel)
Size: 9 Quality: *** Prices: average
Freemaster ostler, Arbis of Queris. The Apple Inn is something of a front for the Lia-Kavair which is located next door and is connected by secret door. A few prostitutes reside here, others frequent the place.

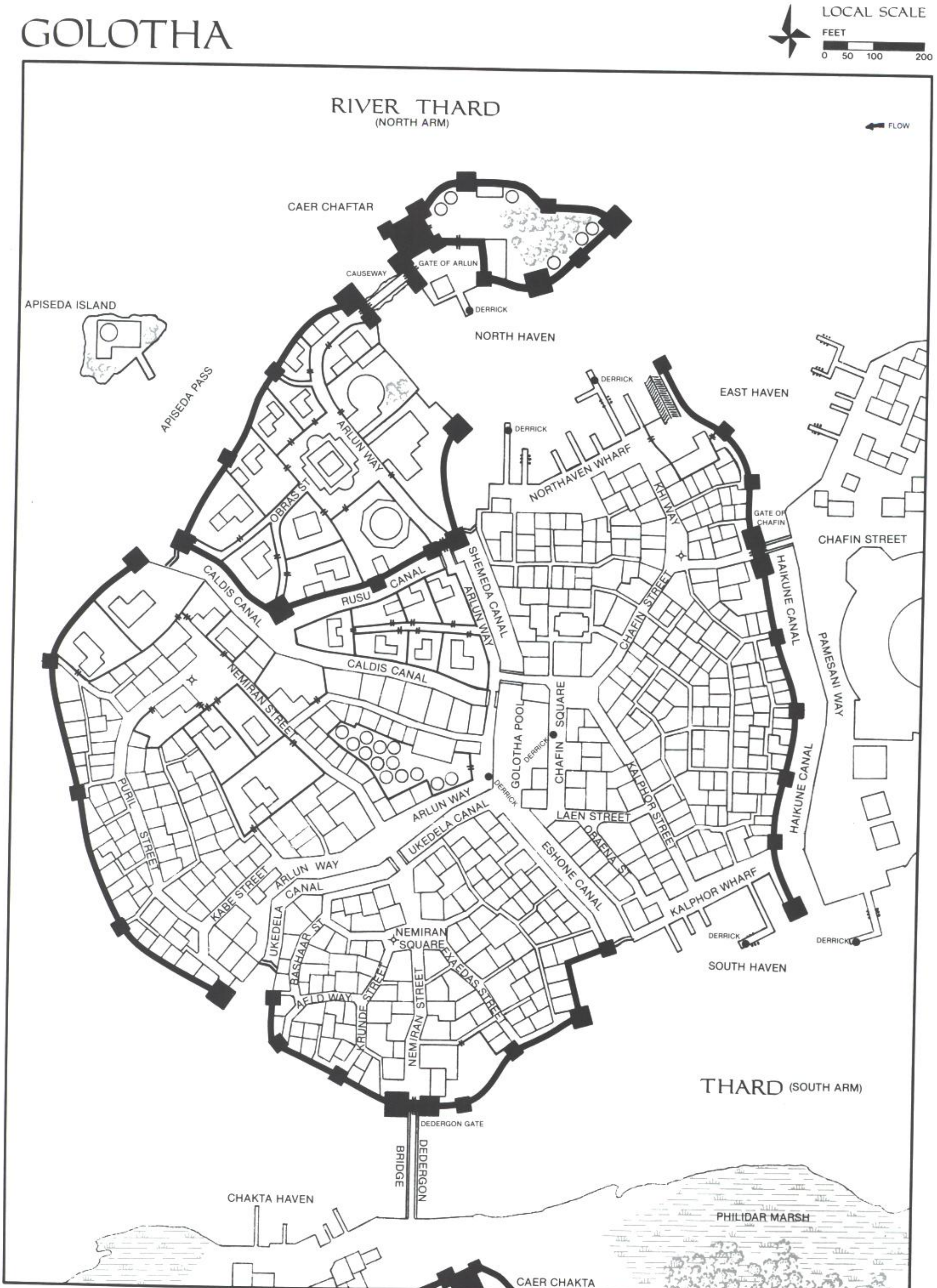
40. THE STAKE (Umen of Ewesar)
Size: 13 Quality: *** Prices: average
Freemaster ostler, Yigal of Uro. The sign outside shows an unfortunate being impaled, in honour of the nearby gate [26].

GOLOTHA


LOCAL SCALE
FEET
0 50 100 200
RIVER THARD
(NORTH ARM)
FLOW
CAER CHAFTAR
GATE OF ARLUN
CAUSEWAY
DERRICK
NORTH HAVEN
APISEDA ISLAND
APISEDA PASS
EAST HAVEN
DERRICK
DERRICK
NORTHAVEN WHARF
KHI WAY
GATE OF CHAFIN
CHAFIN STREET
ARLUN WAY
OBRAS ST.
SHEMEDA CANAL
RUSU CANAL
ARLUN WAY
CALDIS CANAL
CALDIS CANAL
CHAFIN STREET
HAIKUNE CANAL
PAMESANI WAY
NEMIRAN STREET
GOLOTHA POOL
DERRICK
CHAFIN SQUARE
DERRICK
KALPHOR STREET
HAIKUNE CANAL
LAEN STREET
ORAFENA ST.
ARLUN WAY
UKEDELA CANAL
ESHONE CANAL
PURIL STREET
ARLUN WAY
KARE STREET
CANAL
UKEDELA
KALPHOR WHARF
DERRICK
DERRICK
SOUTH HAVEN
NEMIRAN SQUARE
BASKAAR ST.
BELD WAY
KRUNDE STREET
NEMIRAN STREET
TABEDAS STREET
THARD (SOUTH ARM)
DEDERGON GATE
DEDERGON BRIDGE
CHAKTA HAVEN
PHILIDAR MARSH
CAER CHAKTA

©1983 N. Robin Crossby

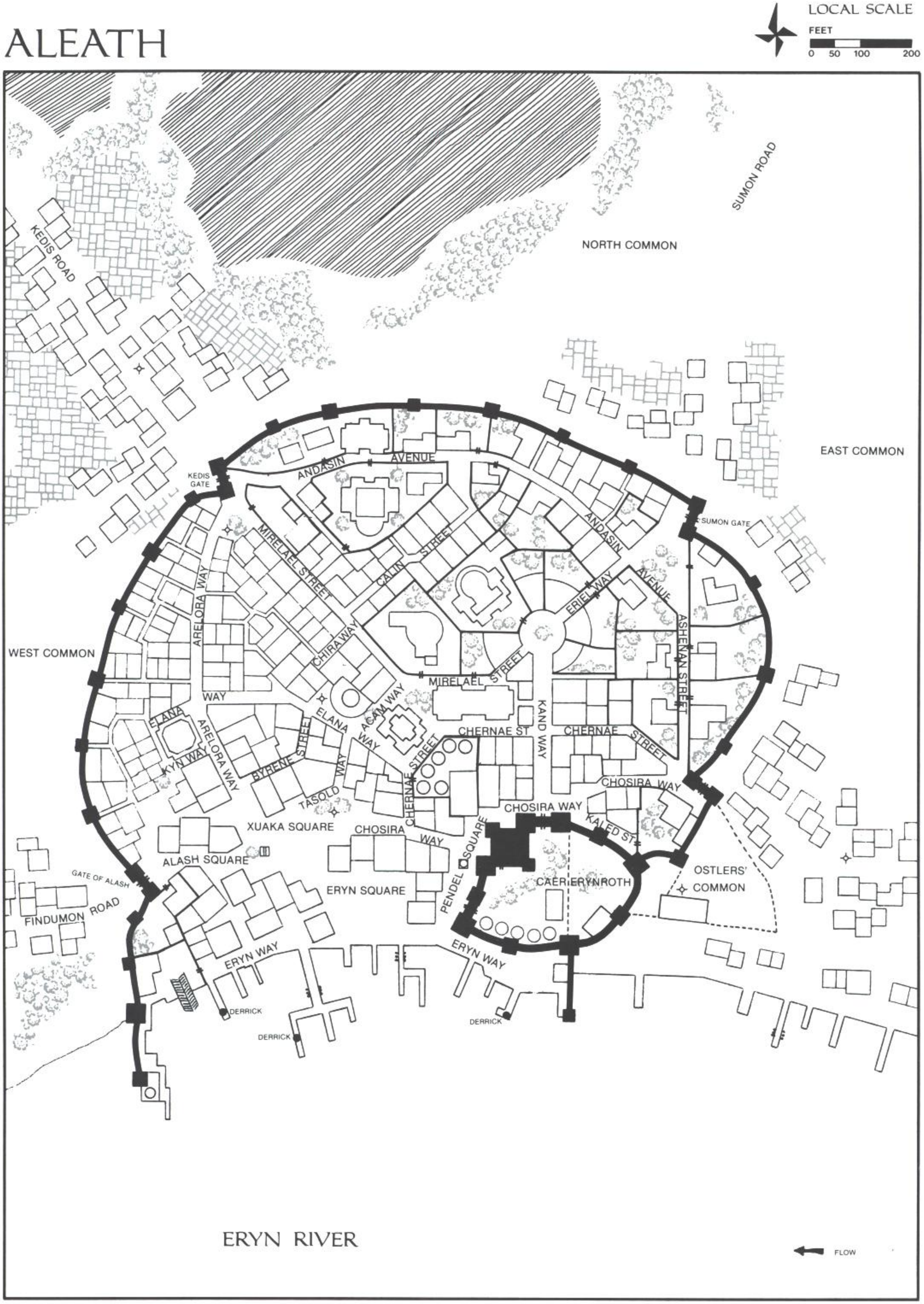
GOLOTHA


LOCAL SCALE
FEET
0 50 100 200
RIVER THARD
(NORTH ARM)
FLOW
CAER CHAFTAR
GATE OF ARLUN
CAUSEWAY
DERRICK
APISEDA ISLAND
NORTH HAVEN
APISEDA PASS
DERRICK
EAST HAVEN
DERRICK
ARLUN WAY
OBRAS ST
NORTHAVEN WHARF
KHI WAY
GATE OF CHAFIN
CHAFIN STREET
CALDIS CANAL
RUSU CANAL
SHEMEDA CANAL
ARLUN WAY
CHAFIN STREET
HAIKUNE CANAL
PAMESANI WAY
CALDIS CANAL
NEMIRAN STREET
GOLOTHA POOL
DERRICK
CHAFIN SQUARE
KALPHOR STREET
PURIL STREET
DERRICK
ARLUN WAY
UKEDELA CANAL
LAEN STREET
OBAENA ST
HAIKUNE CANAL
ESHONE CANAL
ARLUN WAY
KABE STREET
CANAL
UKEDELA
KALPHOR WHARF
BASHAAR ST
NEMIRAN SQUARE
EXAEDAS STREET
DERRICK
DERRICK
SOUTH HAVEN
AFLD WAY
KRUNDE STREET
NEMIRAN STREET
THARD (SOUTH ARM)
DEDERGON GATE
BRIDGE
DEDERGON
CHAKTA HAVEN
PHILIDAR MARSH
CAER CHAKTA

©1983 N. Robin Crossby

Permission is granted to photocopy this page.

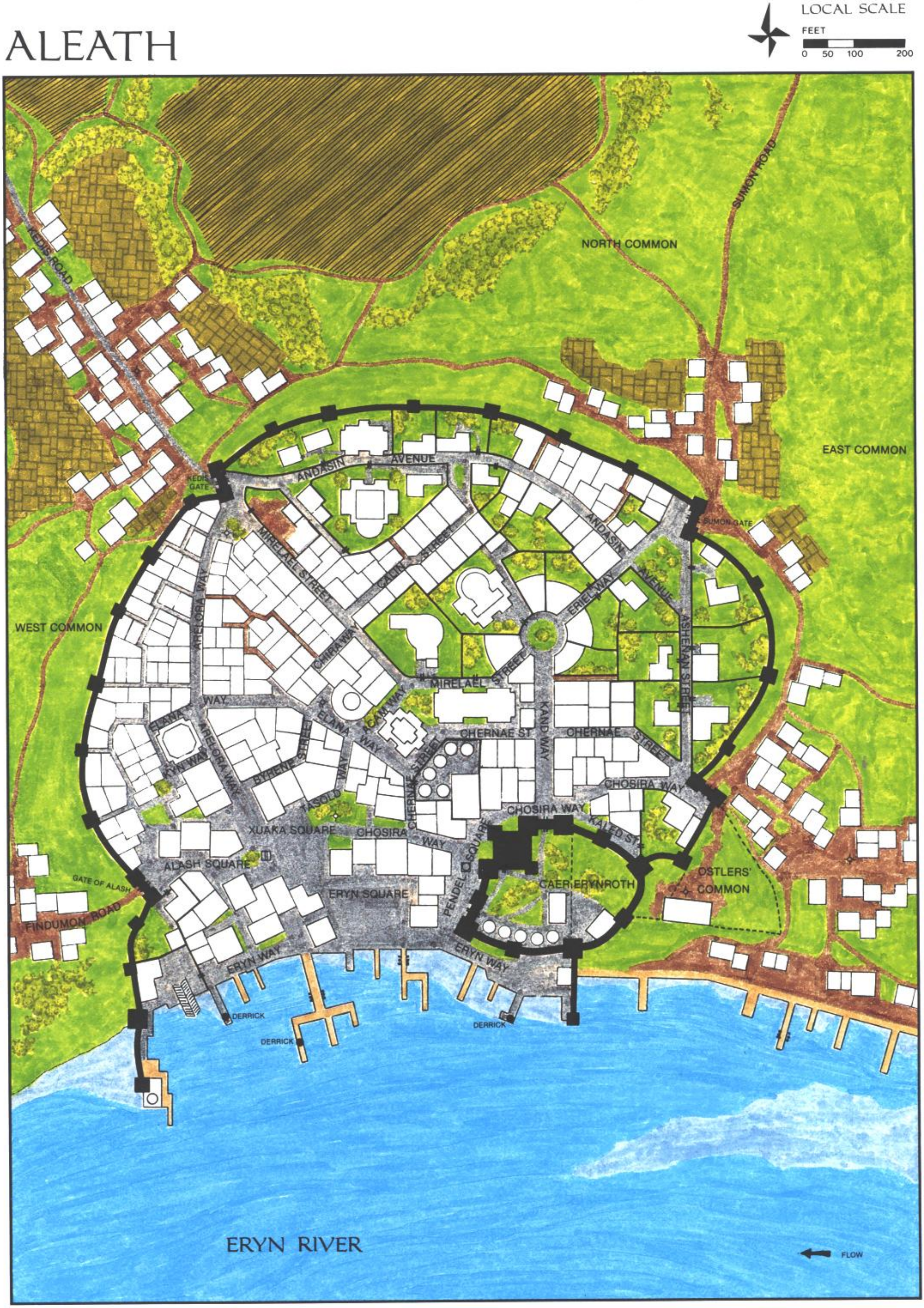
ALEATH


LOCAL SCALE
FEET
0
50
100
200
SUMON ROAD
NORTH COMMON
KEDIS ROAD
EAST COMMON
KEDIS GATE
ANDASIN
AVENUE
SUMON GATE
ANDASIN
MIRELAEL STREET
CALIN
STREET
ERIEL WAY
AVENUE
ARELORA WAY
ASHENAN STREET
CHIRA WAY
WEST COMMON
MIRELAEL
STREET
WAY
KAND WAY
ELANA
ARELORA WAY
ELANA
ACAM WAY
WAY
CHERNAE ST
CHERNAE
STREET
KYN WAY
BYRENE STREET
WAY
CHERNAE STREET
CHOSIRA WAY
TASOLD
CHOSIRA WAY
KALED ST
XUAKA SQUARE
CHOSIRA
WAY
ALASH SQUARE
PENDEL SQUARE
CAER ERYNROTH
OSTLERS' COMMON
GATE OF ALASH
ERYN SQUARE
FINDUMON ROAD
ERYN WAY
ERYN WAY
DERRICK
DERRICK
DERRICK
ERYN RIVER
FLOW

©1983 N. Robin Crossby

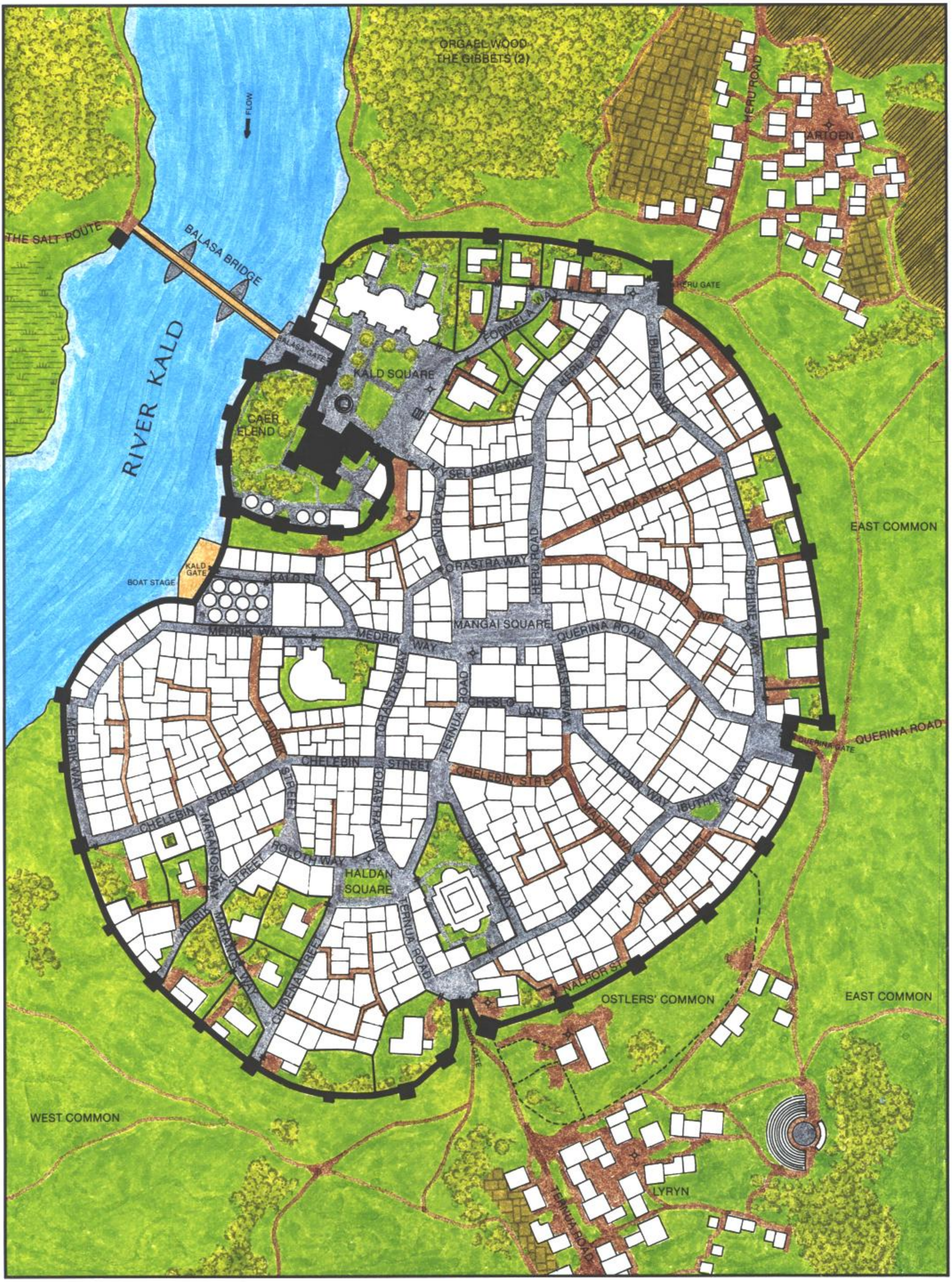
Permission is granted to photocopy this page.

ALEATH


LOCAL SCALE
FEET
0 50 100 200
NORTH COMMON
SUMON ROAD
EAST COMMON
KEDIS ROAD
KEDIS GATE
SUMON GATE
ANDASIN AVENUE
ANDASIN AVENUE
MIRELAEL STREET
CAUR STREET
ERIEL WAY
ASHENAN STREET
WEST COMMON
ARELORA WAY
CHIRA WAY
MIRELAEL STREET
WAY
ELANA
ELANA WAY
ICAM WAY
KAND WAY
CHERNAE ST
CHERNAE STREET
FYN WAY
ARELORA WAY
BYRENE STREET
TASOLD WAY
CHERNAE STREET
CHOSIRA WAY
CHOSIRA WAY
KALED ST
XUAKA SQUARE
CHOSIRA WAY
ALASH SQUARE
GATE OF ALASH
FINDUMON ROAD
ERYN SQUARE
PENDEL SQUARE
CAER ERYNROTH
OSTLERS' COMMON
ERYN WAY
ERYN WAY
DERRICK
DERRICK
DERRICK
ERYN RIVER
FLOW

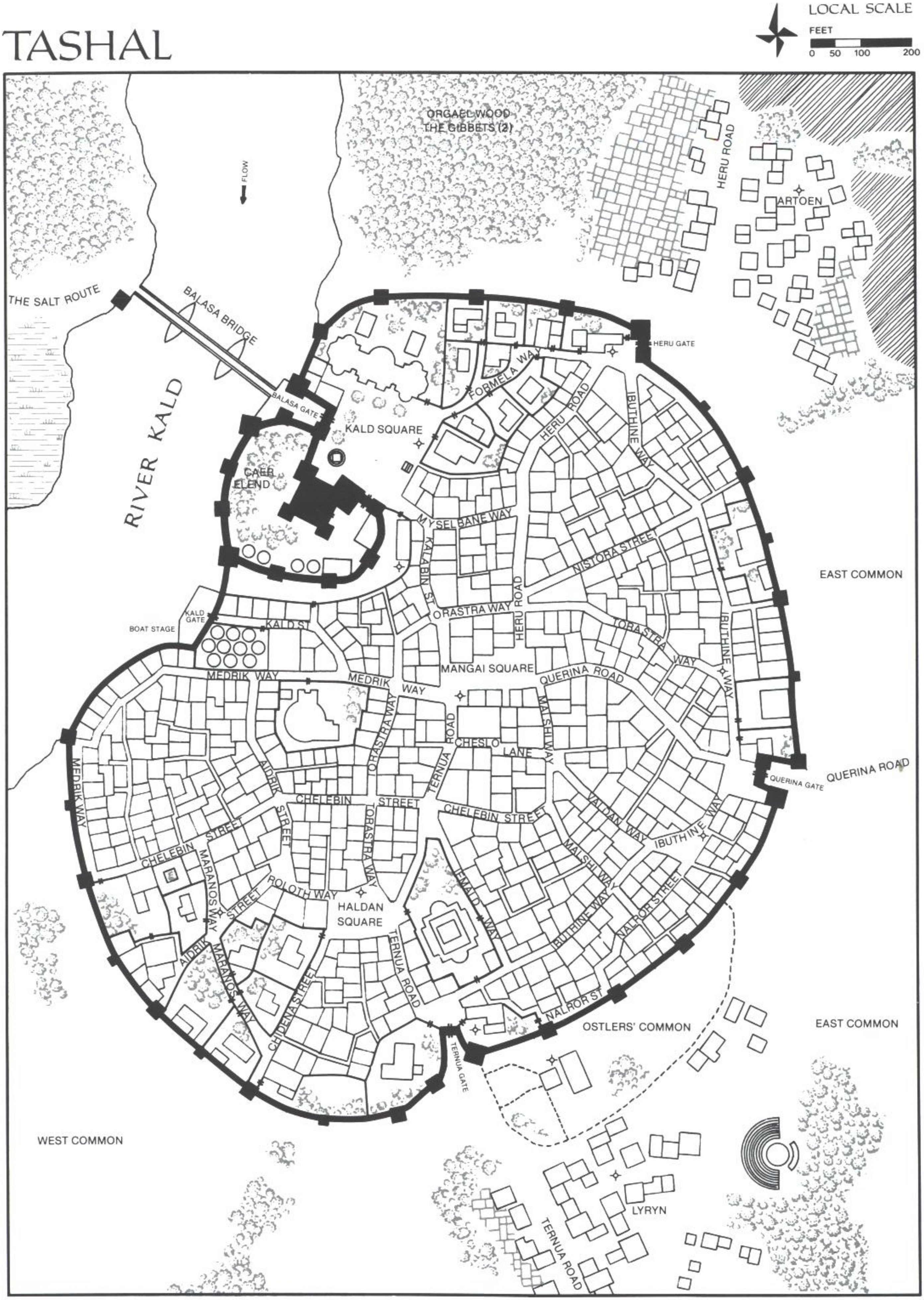
©1983 N. Robin Crossby

TASHAL


LOCAL SCALE
FEET
0 50 100 200
ORGAELWOOD
THE GIBBETS (2)
FLOW
THE SALT ROUTE
BALASA BRIDGE
RIVER KALD
BALASA GATE
KALD SQUARE
CAER ELEND
FORMELA WAY
HERU ROAD
HERU GATE
ARTOEN
IBUTHINE WAY
MYSELBANE WAY
KALABIN ST
NISTORA STREET
ORASTRA WAY
TORASTRA WAY
KALD GATE
BOAT STAGE
KALD ST
MEDRIK WAY
MANGAI SQUARE
QUERINA ROAD
EAST COMMON
TERNUA ROAD
CHESLO LANE
MAISHI WAY
QUERINA GATE
AIDRIK
CHELEBIN STREET
VALDAN WAY
MARANOS WAY
STREET
ROLOTH WAY
HALDAN SQUARE
TEMALD WAY
NALROR STREET
NALROR ST
CHIDENA STREET
OSTLERS' COMMON
TERNUA GATE
WEST COMMON
LYRYN

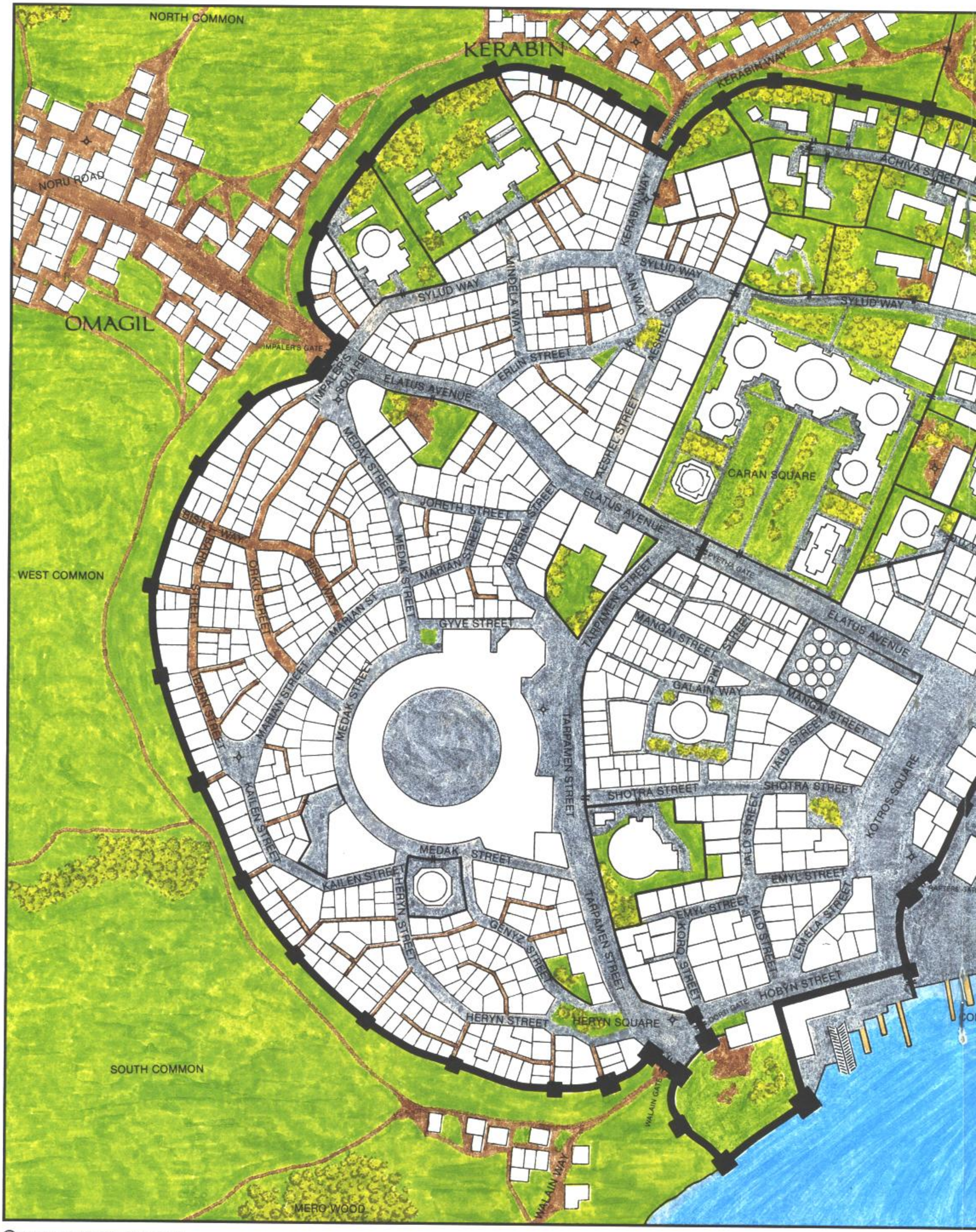
©1983 N. Robin Crossby

TASHAL

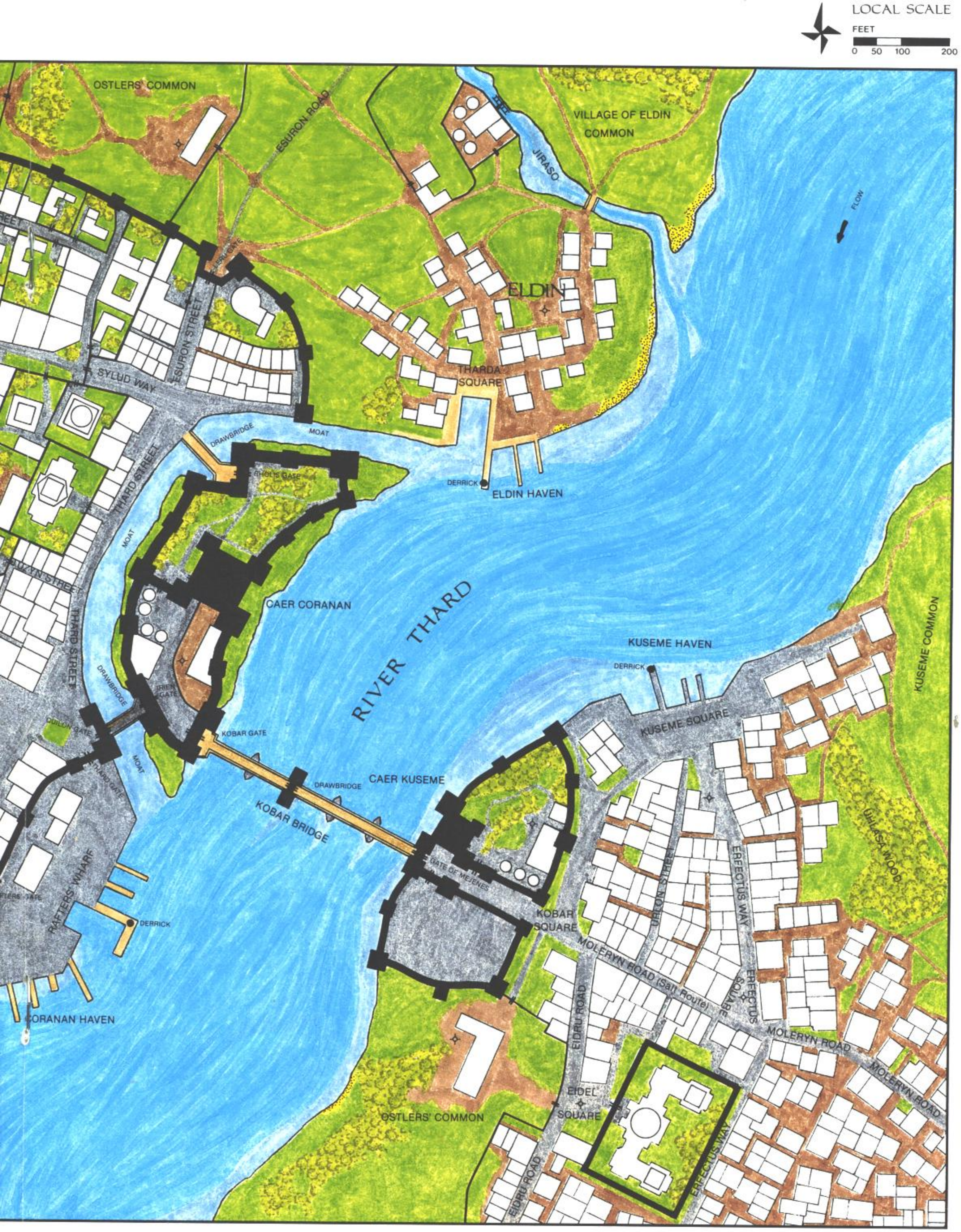

LOCAL SCALE
FEET
0
50
100
200
ORGAEL WOOD
THE GIBBETS (2)
FLOW
HERU ROAD
ARTOEN
THE SALT ROUTE
BALASA BRIDGE
HERU GATE
BALASA GATE
FORMELA WAY
RIVER KALD
KALD SQUARE
HERU ROAD
IBUTHINE WAY
CAER ELEND
MYSELBANE WAY
NISTORA STREET
KALABIN ST
EAST COMMON
ORASTRA WAY
HERU ROAD
KALD GATE
BOAT STAGE
KALD ST
TORASTRA WAY
IBUTHINE WAY
MEDRIK WAY
MEDRIK WAY
MANGAI SQUARE
QUERINA ROAD
ORASTRA WAY
TERNUA ROAD
CHESLO LANE
MALSHI WAY
QUERINA GATE
QUERINA ROAD
MEDRIK WAY
AIDRIK STREET
CHELEBIN STREET
CHELEBIN STREET
VALDAN WAY
IBUTHINE WAY
CHELEBIN STREET
MARANOS WAY
TORASTRA WAY
MALSHI WAY
ROLOTH WAY
HALDAN SQUARE
EMAID WAY
IBUTHINE WAY
NALROR STREET
STREET
AIDRIK
MARANOS WAY
CHIDENA STREET
TERNUA ROAD
NALROR ST
OSTLERS' COMMON
EAST COMMON
TERNUA GATE
WEST COMMON
LYRYN
TERNUA ROAD

©1983 N. Robin Crossby Permission is granted to photocopy this page.

CORANAN

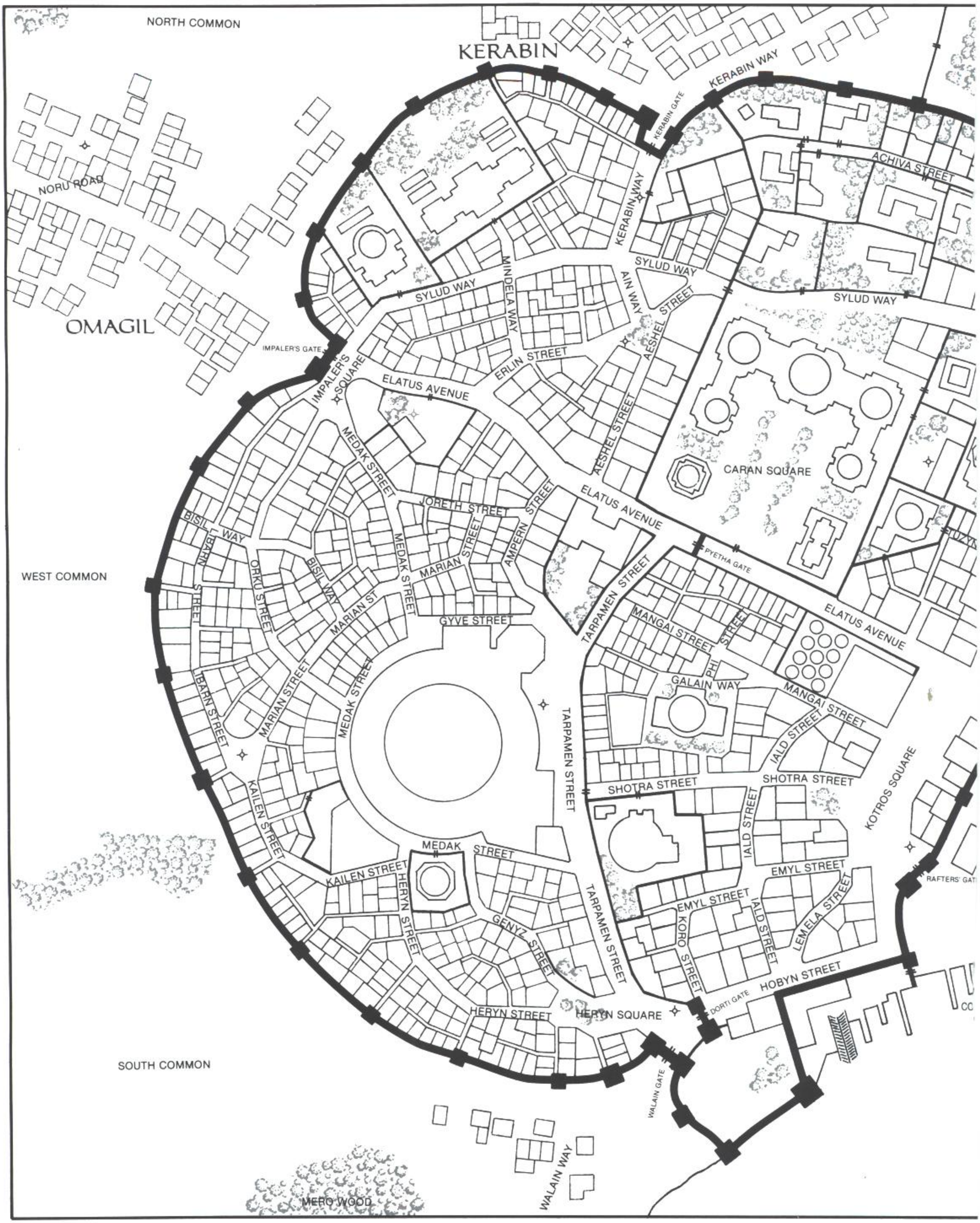

NORTH COMMON
KERABIN
KERABIN WAY
ACHIVA STREET
NORU ROAD
OMAGIL
IMPALER'S GATE
IMPALER'S SQUARE
SYLUD WAY
MINDELA WAY
KERABIN WAY
AIN WAY
AESHEL STREET
ERLIN STREET
ELATUS AVENUE
CARAN SQUARE
MEDAK STREET
JORETH STREET
AMPERN STREET
BISIL WAY
ORKU STREET
MARIAN STREET
MARIAN ST
PVETHA GATE
TARPAMEN STREET
MANGAI STREET
GALAIN WAY
WEST COMMON
GYVE STREET
SHOTRA STREET
IALD STREET
KOTROS SQUARE
KAILEN STREET
HERYN STREET
GENYZ STREET
EMYL STREET
KORO STREET
LEMBLA STREET
HOBYN STREET
DORTI GATE
HERYN SQUARE
SOUTH COMMON
WALAIN GATE
WALAIN WAY
MERO WOOD

© 1983 N. Robin Crossby

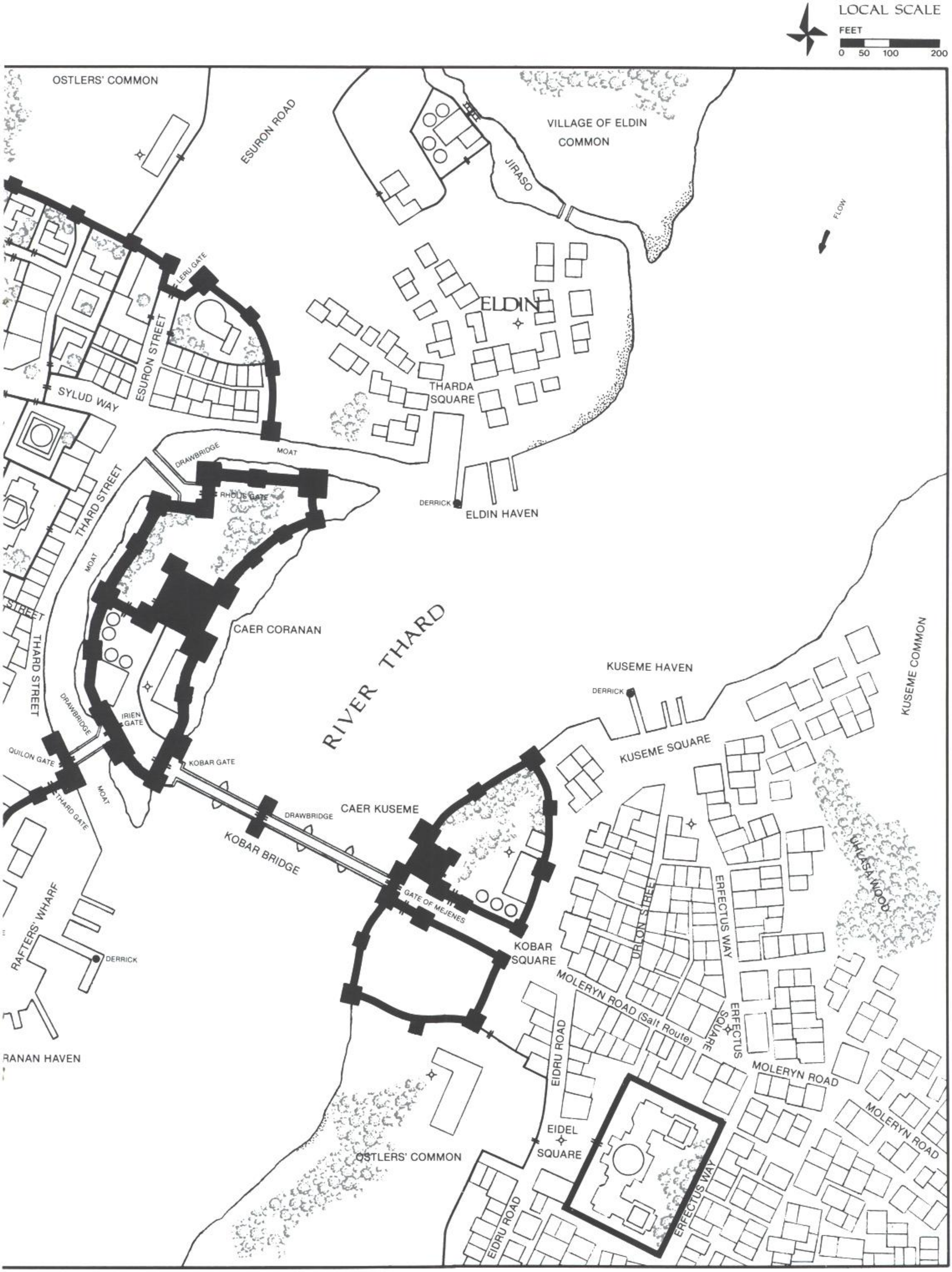

LOCAL SCALE
FEET
0
50
100
200
OSTLERS' COMMON
ESURON ROAD
VILLAGE OF ELDIN
COMMON
JIRASO
FLOW
ELDIN
THARDA SQUARE
ESURON STREET
SYLUD WAY
DRAWBRIDGE
MOAT
BHOLIS GATE
DERRICK
ELDIN HAVEN
THARD STREET
MOAT
UZYN STREET
CAER CORANAN
RIVER THARD
THARD STREET
DRAWBRIDGE
IRIEN GATE
QUILON GATE
KOBAR GATE
MOAT
THARD GATE
DRAWBRIDGE
CAER KUSEME
KOBAR BRIDGE
KUSEME HAVEN
DERRICK
KUSEME SQUARE
KUSEME COMMON
UHLASA WOOD
GATE OF MEJENES
KOBAR SQUARE
URLON STREET
ERFECTUS WAY
RAFTERS' WHARF
AFTERS' GATE
DERRICK
CORANAN HAVEN
MOLERYN ROAD (Salt Route)
ERFECTUS SQUARE
MOLERYN ROAD
MOLERYN ROAD
EIDRU ROAD
EIDEL SQUARE
OSTLERS' COMMON
ERFECTUS WAY
EIDRU ROAD

TRIM HERE

CORANAN

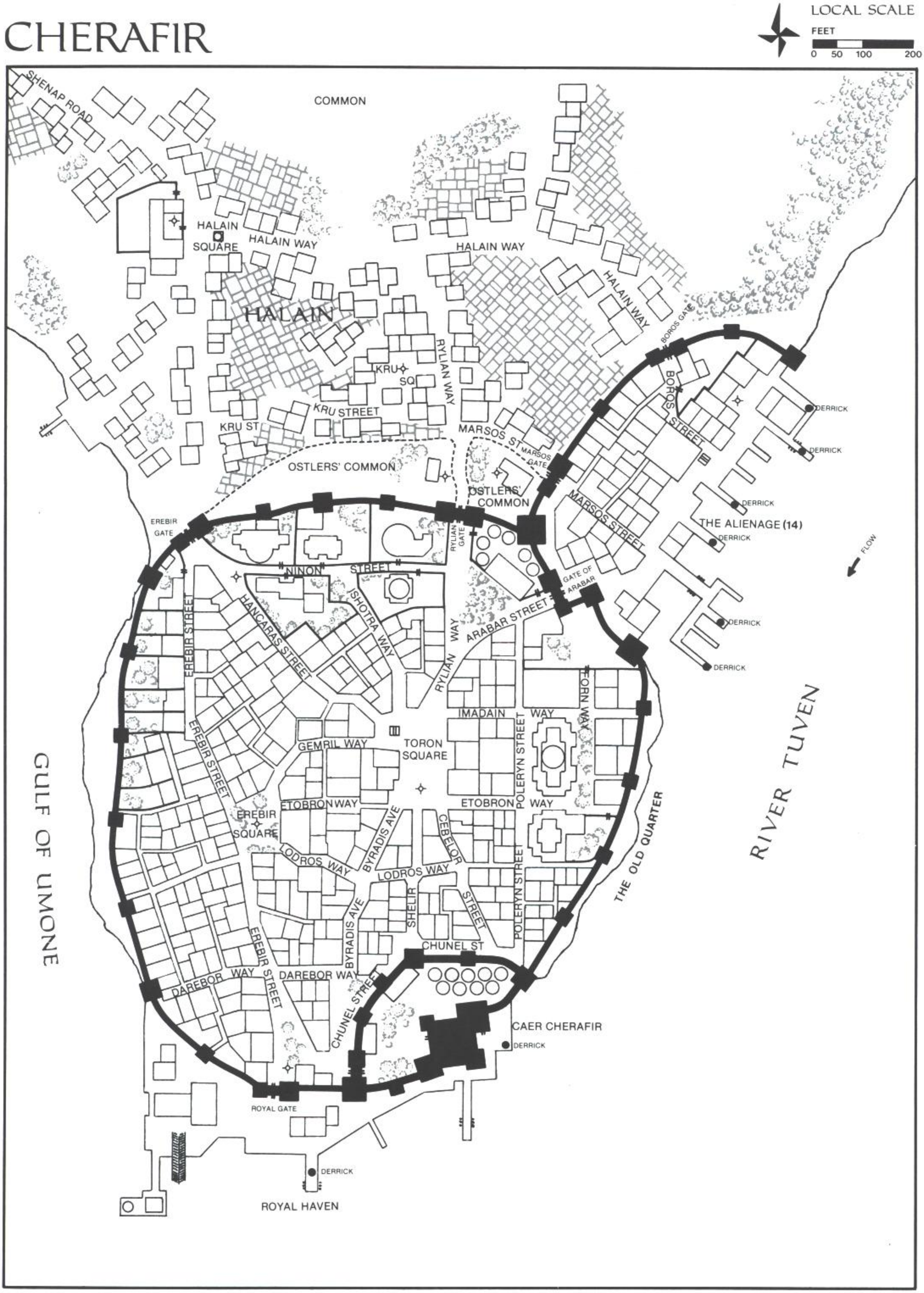

NORTH COMMON
KERABIN
KERABIN WAY
KERABIN GATE
ACHIVA STREET
NORU ROAD
OMAGIL
KERABIN WAY
SYLUD WAY
MINDELA WAY
SYLUD WAY
AIN WAY
AESHEL STREET
SYLUD WAY
IMPALER'S GATE
IMPALER'S SQUARE
ERLIN STREET
ELATUS AVENUE
AESHEL STREET
MEDAK STREET
CARAN SQUARE
JORETH STREET
AMPERN STREET
ELATUS AVENUE
BISIL WAY
LIBARN STREET
ORKU STREET
BISIL WAY
MEDAK STREET
MARIAN STREET
PYETHA GATE
WEST COMMON
TARPAMEN STREET
MARIAN ST
GYVE STREET
MANGAI STREET
PHI STREET
ELATUS AVENUE
LIBARN STREET
MARIAN STREET
MEDAK STREET
GALAIN WAY
MANGAI STREET
TARPAMEN STREET
IALD STREET
SHOTRA STREET
SHOTRA STREET
KOTROS SQUARE
KAILEN STREET
IALD STREET
MEDAK STREET
KAILEN STREET
HERYN STREET
EMYL STREET
EMYL STREET
RAFTERS' GATE
TARPAMEN STREET
KORO STREET
IALD STREET
LEMELA STREET
GENYZ STREET
HOBYN STREET
DORTI GATE
HERYN STREET
HERYN SQUARE
SOUTH COMMON
WALAIN GATE
WALAIN WAY
MERO WOOD

©1983 N. Robin Crossby


LOCAL SCALE
FEET
0
50
100
200
OSTLERS' COMMON
ESURON ROAD
VILLAGE OF ELDIN
COMMON
JIRASO
FLOW
LERU GATE
ELDIN
ESURON STREET
SYLUD WAY
THARDA
SQUARE
DRAWBRIDGE
MOAT
RHOUS GATE
DERRICK
ELDIN HAVEN
THARD STREET
MOAT
STREET
THARD STREET
CAER CORANAN
RIVER THARD
KUSEME HAVEN
DERRICK
KUSEME COMMON
DRAWBRIDGE
IRIEN
GATE
QUILON GATE
KOBAR GATE
KUSEME SQUARE
THARD GATE
MOAT
DRAWBRIDGE
CAER KUSEME
KOBAR BRIDGE
UHLASA WOOD
URLON STREET
ERFECTUS WAY
GATE OF MEJENES
RAFTERS' WHARF
DERRICK
KOBAR
SQUARE
MOLERYN ROAD (Salt Route)
ERFECTUS
SQUARE
MOLERYN ROAD
MOLERYN ROAD
RANAN HAVEN
EIDRU ROAD
EIDEL
SQUARE
OSTLERS' COMMON
ERFECTUS WAY
EIDRU ROAD

Permission is granted to photocopy this page.

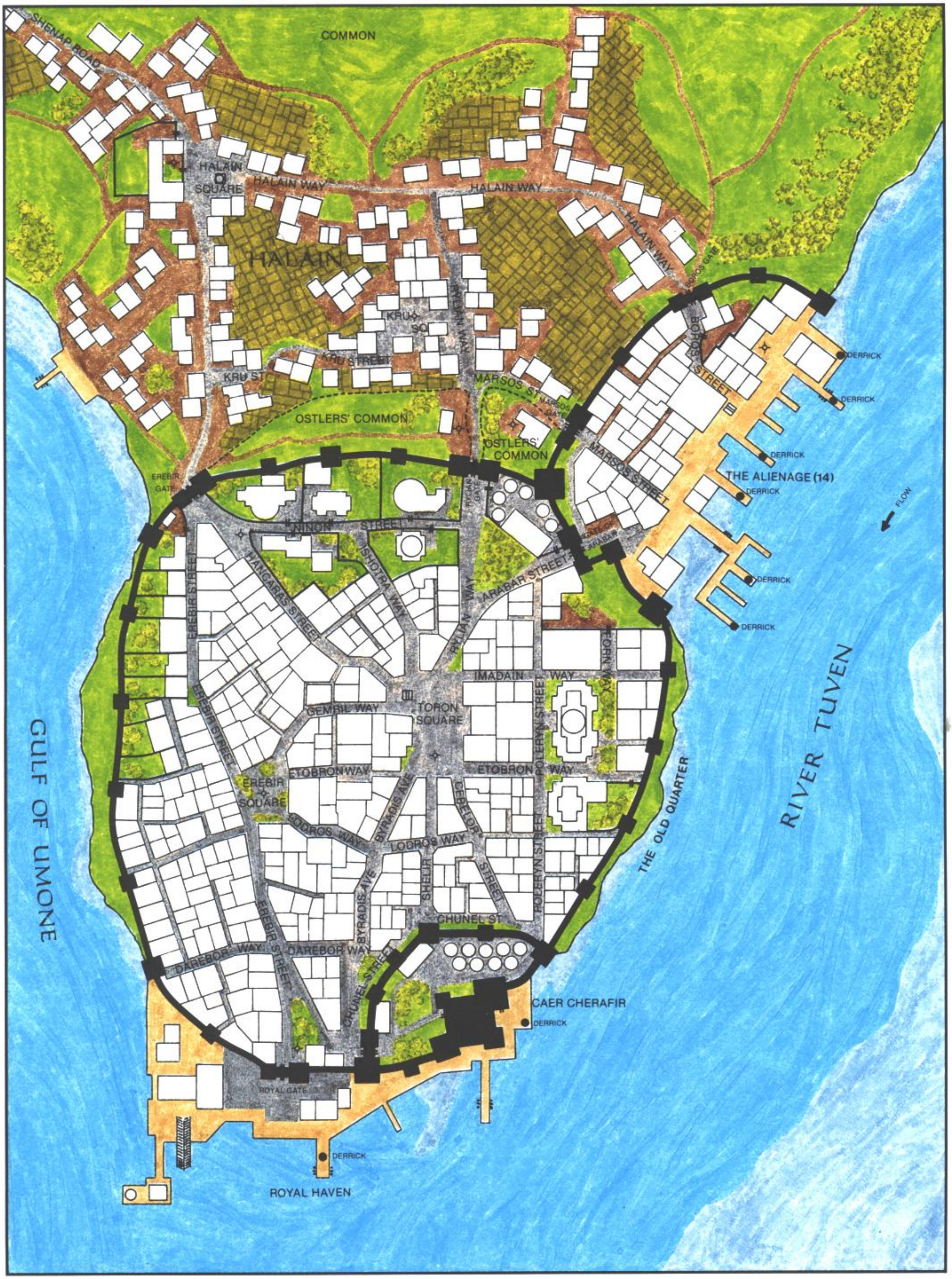
CHERAFIR


LOCAL SCALE
FEET
0 50 100 200
SHENAP ROAD
COMMON
HALAIN SQUARE
HALAIN WAY
HALAIN WAY
HALAIN WAY
HALAIN
KRU SQ
RYLIAN WAY
KRU STREET
KRU ST
MARSOS ST
MARSOS GATE
OSTLERS' COMMON
OSTLERS' COMMON
BOROS GATE
BOROS STREET
DERRICK
DERRICK
MARSOS STREET
DERRICK
THE ALIENAGE (14)
DERRICK
FLOW
EREBIR GATE
RYLIAN GATE
NINON STREET
ISHOTRA WAY
HANCARAS STREET
EREBIR STREET
GATE OF ARABAR
ARABAR STREET
RYLIAN WAY
DERRICK
DERRICK
IMADAIN WAY
FORN WAY
TORON SQUARE
GEMRIL WAY
EREBIR STREET
POLERYN STREET
RIVER TUVEN
GULF OF UMONE
ETOBRON WAY
ETOBRON WAY
EREBIR SQUARE
BYRADIS AVE
CEBELOR
LODROS WAY
LODROS WAY
THE OLD QUARTER
SHELIR STREET
POLERYN STREET
BYRADIS AVE
EREBIR STREET
CHUNEL ST
DAREBOR WAY
DAREBOR WAY
CHUNEL STREET
CAER CHERAFIR
DERRICK
ROYAL GATE
DERRICK
ROYAL HAVEN

©1983 N. Robin Crossby

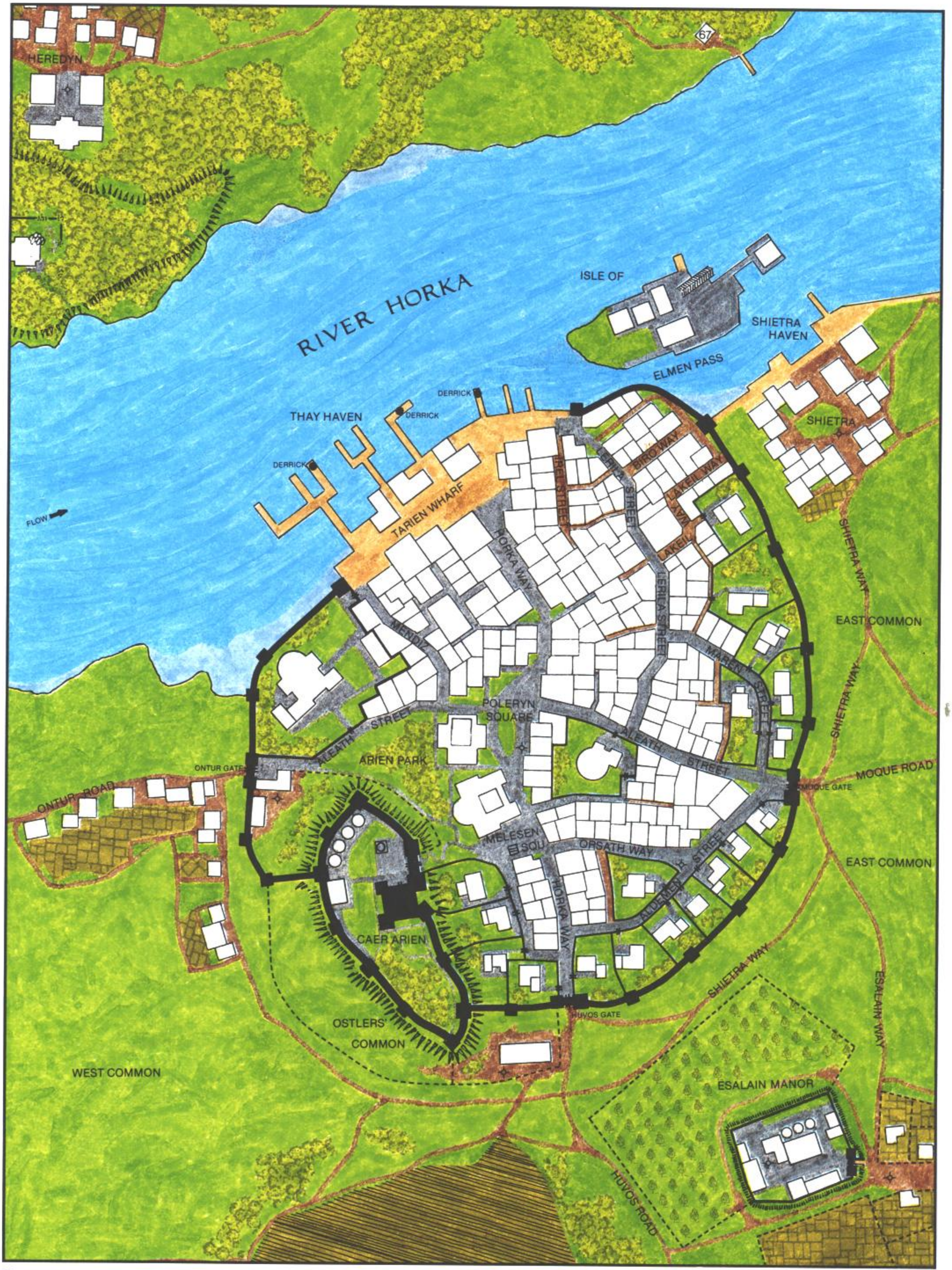
Permission is granted to photocopy this page.

CHERAFIR


LOCAL SCALE
FEET
0 50 100 200
SHENAP ROAD
COMMON
HALAIN SQUARE
HALAIN WAY
HALAIN WAY
HALAIN WAY
HALAIN
BOROS GATE
KRU SQ
KRU STREET
KRU ST
RYLIAN WAY
MARSOS ST
MARSOS GATE
OSTLERS' COMMON
OSTLERS' COMMON
BOROS STREET
DERRICK
DERRICK
DERRICK
DERRICK
DERRICK
DERRICK
THE ALIENAGE (14)
FLOW
EREBIR GATE
RYGAN GATE
MARSOS STREET
GATE OF ARABAR
NINON STREET
HANCARAS STREET
ISHOTRA WAY
ARABAR STREET
RYLIAN WAY
FORN WAY
EREBIR STREET
IMADAIN WAY
GEMBIL WAY
TORON SQUARE
POLERYN STREET
EREBIR STREET
ETOBRON WAY
ETOBRON WAY
EREBIR SQUARE
BYRADIS AVE
DEBELOR
LODROS WAY
LODROS WAY
SHELIR
STREET
POLERYN STREET
GULF OF UMONE
RIVER TUVEN
THE OLD QUARTER
CHUNEL ST
BYRADIS AVE
EREBIR STREET
DAREBOR WAY
DAREBOR WAY
CHUNEL STREET
CAER CHERAFIR
DERRICK
ROYAL GATE
DERRICK
ROYAL HAVEN

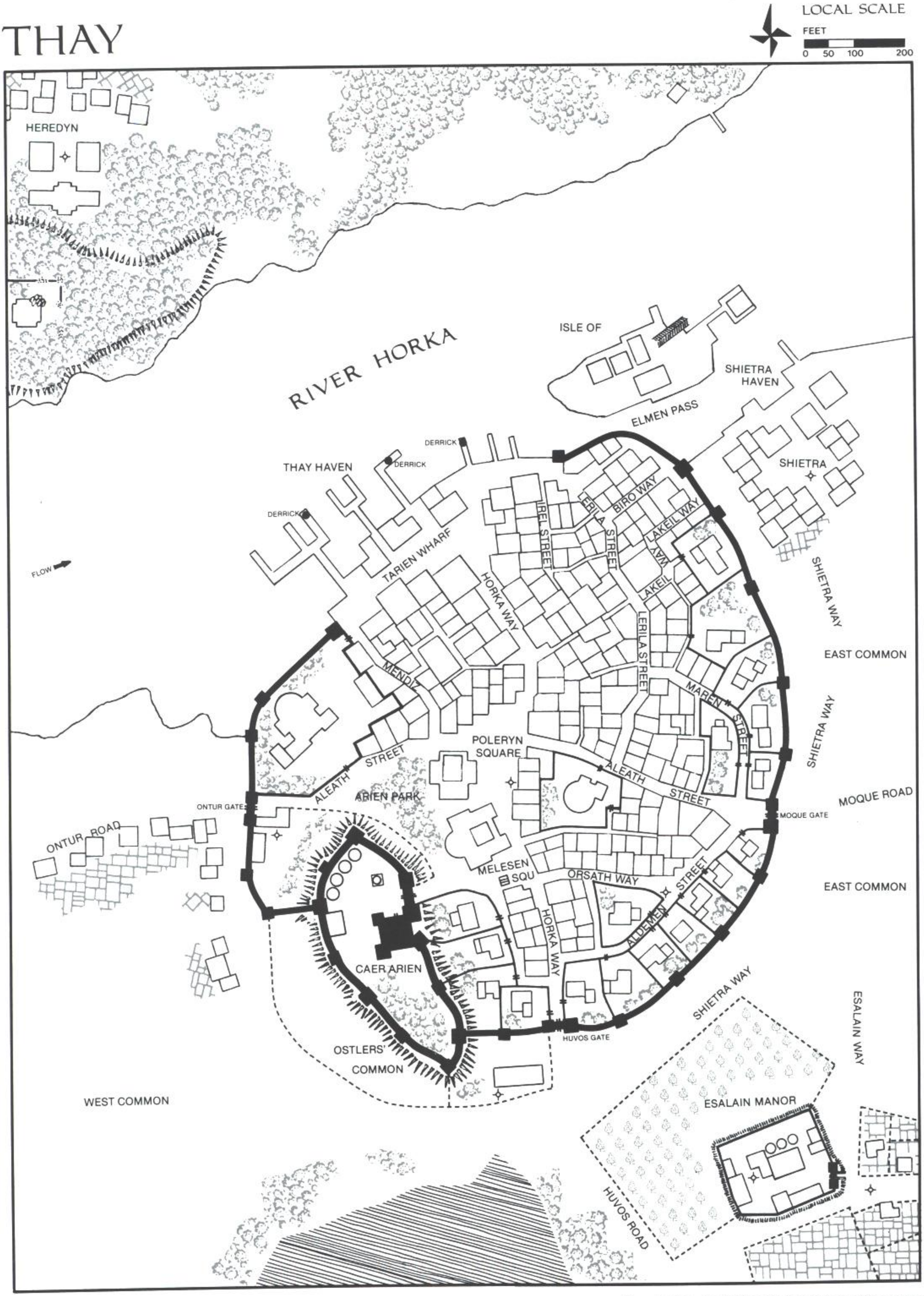
©1983 N. Robin Crossby

THAY


LOCAL SCALE
FEET
0
50
100
200
HEREDYN
67
RIVER HORKA
ISLE OF
SHIETRA HAVEN
ELMEN PASS
SHIETRA
DERRICK
THAY HAVEN
DERRICK
DERRICK
FLOW
TARIEN WHARF
HORKA WAY
IREL STREET
LERIKA STREET
BIRO WAY
LAKEIL WAY
LAKEIL WAY
LERILA STREET
MAREN STREET
MENDIZ
POLERYN SQUARE
ALEATH STREET
ALEATH STREET
ARIEN PARK
ONTUR GATE
ONTUR ROAD
MOQUE GATE
MOQUE ROAD
EAST COMMON
SHIETRA WAY
SHIETRA WAY
EAST COMMON
MELESEN SQU
ORSATH WAY
ALDEMEN STREET
HORKA WAY
CAER ARIEN
SHIETRA WAY
HUVOS GATE
ESALAIN WAY
OSTLERS' COMMON
WEST COMMON
ESALAIN MANOR
HUVOS ROAD

©1983 N. Robin Crossby

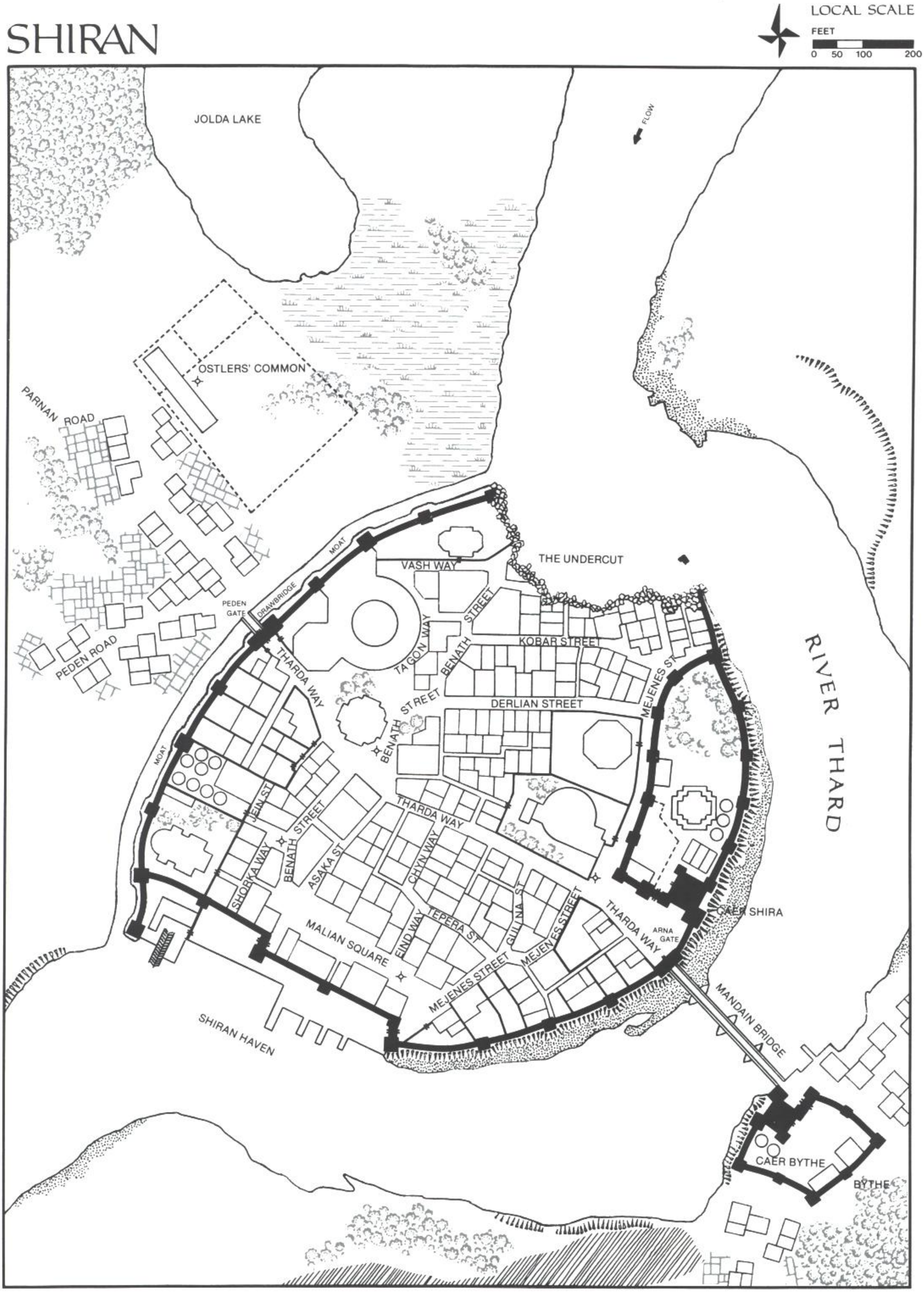
THAY


LOCAL SCALE
FEET
0 50 100 200
HEREDYN
RIVER HORKA
FLOW
ISLE OF
SHIETRA HAVEN
ELMEN PASS
SHIETRA
DERRICK
DERRICK
DERRICK
THAY HAVEN
TARIEN WHARF
IREL STREET
LERILA STREET
BIRO WAY
LAKEIL WAY
AKEIL WAY
HORKA WAY
LERILA STREET
MENDIZ
MAREN STREET
SHIETRA WAY
EAST COMMON
SHIETRA WAY
POLERYN SQUARE
ALEATH STREET
ALEATH STREET
ARIEN PARK
ONTUR GATE
ONTUR ROAD
MOQUE GATE
MOQUE ROAD
MELESEN SQU
ORSATH WAY
STREET
ALDEMEN
EAST COMMON
HORKA WAY
CAER ARIEN
OSTLERS' COMMON
HUVOS GATE
SHIETRA WAY
ESALAIN WAY
WEST COMMON
ESALAIN MANOR
HUVOS ROAD

©1983 N. Robin Crossby

Permission is granted to photocopy this page.

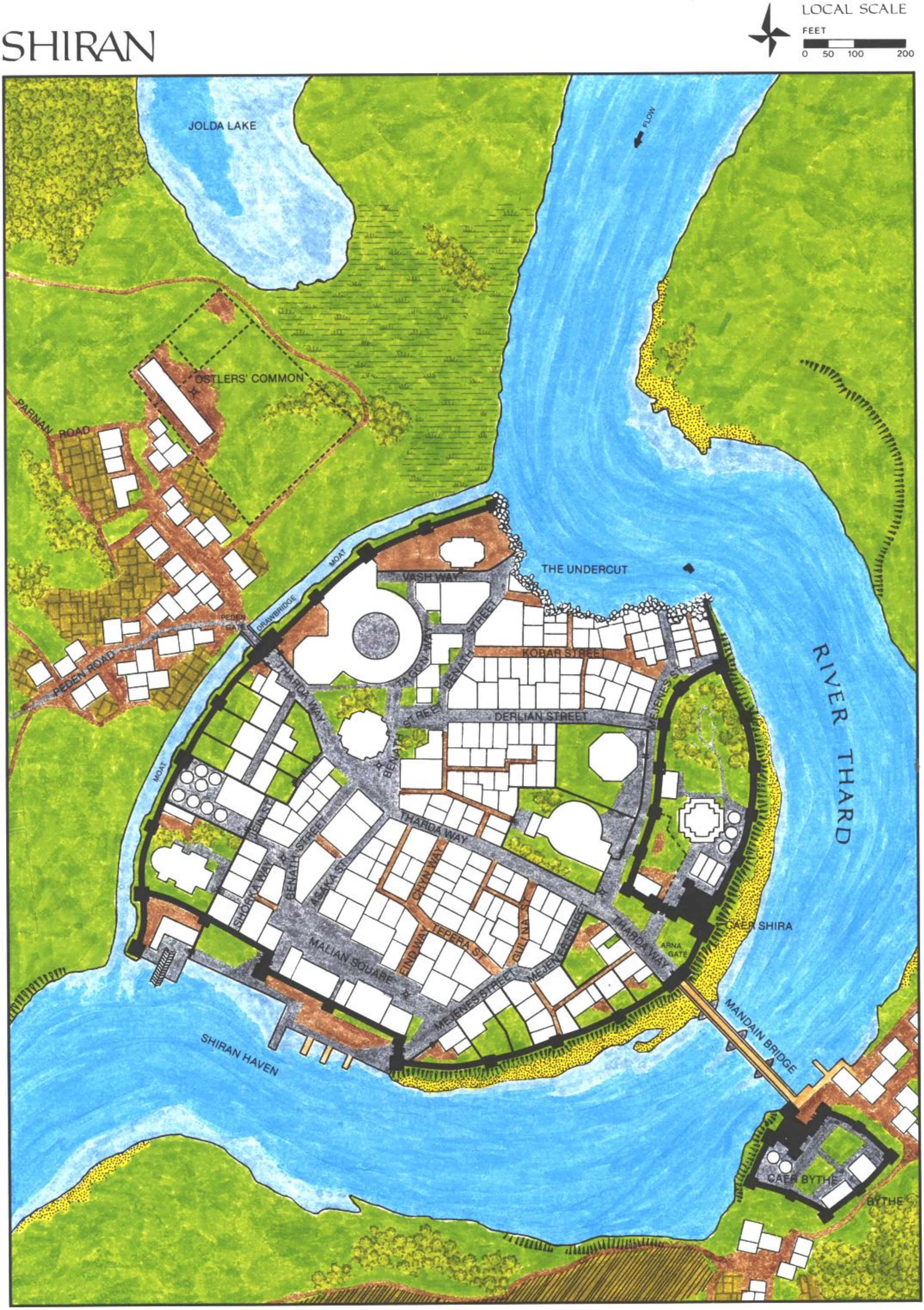
SHIRAN


LOCAL SCALE
FEET
0
50
100
200
JOLDA LAKE
FLOW
OSTLERS' COMMON
PARNAN ROAD
PEDEN ROAD
PEDEN GATE
DRAWBRIDGE
MOAT
MOAT
THE UNDERCUT
VASH WAY
TAGON WAY
BENATH STREET
KOBAR STREET
THARDA WAY
BENATH STREET
DERLIAN STREET
MEJENES ST
RIVER THARD
JEIN ST
BENATH STREET
THARDA WAY
SHORKA WAY
ASAKA ST
CHYN WAY
GULINA ST
MEJENES STREET
TEPERA ST
EIND WAY
MALIAN SQUARE
THARDA WAY
ARNA GATE
CAER SHIRA
MEJENES STREET
SHIRAN HAVEN
MANDAIN BRIDGE
CAER BYTHE
BYTHE

©1983 N. Robin Crossby

Permission is granted to photocopy this page.

SHIRAN


LOCAL SCALE
FEET
0
50
100
200
JOLDA LAKE
FLOW
OSTLERS' COMMON
PARNAN ROAD
PEDEN ROAD
PEDEN GATE
DRAWBRIDGE
MOAT
MOAT
THE UNDERCUT
VASH WAY
TAGON WAY
BENATH STREET
KOBAR STREET
DERLIAN STREET
MEJENES ST
THARDA WAY
BENATH STREET
JEIN ST
BENATH STREET
THARDA WAY
SHORKA WAY
ASAKA ST
CHYN WAY
FIND WAY
TEPERA ST
GULINA ST
MEJENES STREET
MEJENES STREET
THARDA WAY
MALIAN SQUARE
ARNA GATE
CAER SHIRA
RIVER THARD
MANDAIN BRIDGE
SHIRAN HAVEN
CAER BYTHE
BYTHE

©1983 N. Robin Crossby

41. ARANOAL'S INN (Shemlen of Aranoal)
Size: 6 Quality: *** Prices: average
Caters mainly to the lower class scum. The mistress is an evil woman interested only in profit. Out of town guests sometimes vanish from her establishment, sometimes to reappear in the Golotha or Shiran Pamesani games. Shemlen is cautious with her illicit activities; she leaves alone those whose whereabouts are known. Shemlen has several slaves whom she employs as prostitutes (her own, maltreated son and daughter among them). She keeps her slaves docile by addicting them to various drugs.

42. THE GLAIVE AND SICKLE (Orinin of Ashelon)
Size: 6 Quality: *** Prices: average
Freemaster ostler, Emyn of Sul. Clientele include those associated with the Pamesani Games, clerics, "knights" of the Order of Demon Pameshlu animal procurers and the like. Not particularly friendly to strangers.

43. THE ROUNDELS (Josrath of Asain)
Size: 4 Quality: **** Prices: high
Freemaster ostler, Tabin of Artarl. Caters to the merchant class and to those along the waterfront.

44. THE CAPSTAIN AND HOOK (Elwene of Horwin)
Size: 5 Quality: **** Prices: average
Clientele: mainly the middle class. Employs her three brothers as "bouncers".

45. THE SCROLL AND QUILL (Goris of Quinda)
Size: 3 Quality: **** Prices: high
Freemaster ostler, Arash of Tarsel. Clientele includes city officials, clerics and gentlefolk. Known for its sedate ambiance.

46. THE KUSEME INN (Terba of Usen)
Size: 7 Quality: *** Prices: average
Clientele: mainly the urban poor of Kuseme, and some riverfolk.

47. THE SALT BAG (Urbon of Akain)
Size: 4 Quality: *** Prices: average
Clientele includes soldiers and officials from the castle.

48. HIDEWORKER (Hondash of Amysn)
Size: 5 Quality: **** Prices: high
Specialty: bootmaking. His tannery is downwind in Kuseme [48a].

49. CHANDLER (Itis of Semel)
Size: 3 Quality: *** Prices: high
Sells goods purchased from other guilds at a mark up of 20-30% Semel caters to those who are willing to pay for the convenience of one stop shopping. He is open from noon to dusk.

50. LOCKSMITH (Jarn of Lydar)
Size: 3 Quality: **** Prices: high

51. EMBALMER (Marden of Lenian)
Size: 3 Quality: *** Prices: average

52. WEAPONCRAFTER (Gragor of Rodal)
Size: 3 Quality: **** Prices: high +

53. POTTER (Forena of Basran)
Size: 7 Quality: **** Prices: average
Her urns and jars are particularly good.

54. LEXIGRAPHER (Lobir of Khael)
Size: 3 Quality: ** Prices: average
Coranan is a net importer of vellum and parchment.

55. CHANDLER (Garith of Othila)
Size: 3 Quality: *** Prices: average

56. POTTER (Cazarant of Shole)
Size: 6 Quality: *** Prices: low
Specialty: inexpensive but well made pottery.

57. WEAPONCRAFTER (Parga of Zybel)
Size: 3 Quality: *** Prices: average

58. POTTER (Zuique of Dysem)
Size: 8 Quality: **** Prices: average

59. TENTMAKER (Noraxa of Yelman)
Size: 3 Quality: *** Prices: average

60. PERFUMER (Lycia of Indash)
Size: 3 Quality: **** Prices: average
She spent three years in Shiran as a journeyman.

61. GLASSWORKER (Vorakal of Narandin)
Size: 3 Quality: *** Prices: average

62. WEAPONCRAFTER (Syat of Mebelos)
Size: 4 Quality: ** Prices: low

63. PERFUMER (Harquey of Enar)
Size: 5 Quality: *** Prices: average

64. EMBALMER (Byrgat of Nobis)
Size: 3 Quality: *** Prices: average

65. POTTER (Alorand of Roal)
Size: 4 Quality: *** Prices: average

66. APOTHECARY (Jond of Karin)
Size: 3 Quality: *** Prices: high

67. JEWELLER (Merwas of Sebel)
Size: 3 Quality: **** Prices: high

68. METALSMITH (Eradah of Exenion)
Size: 3 Quality: **** Prices: high +
Specialty: brass and pewter wares.

69. JEWELLER (Karyn of Chardan)
Size: 3 Quality: *** Prices: average
Specialty: gemstone rings. She will pay fair prices for quality gems, no questions asked.

70. JEWELLER (Burkot of Katier)
Size: 2 Quality: **** Prices: average
Specialty: engraving and manufacture of seals.

71. TOYMAKER (Chalmarond of Jyrdim)
Size: 1 Quality: **** Prices: average

72. CHARCOALER (Frant of Xerla)
Size: 8 Quality: *** Prices: average
The only urban establishment of its kind on Harn (most charcoalers work in the countryside) selling a range of fuels.

73. JEWELLER (Cyzor of Udirel)
Size: 2 Quality: **** Prices: high
Rumoured to have some Sindarin blood.

74. MASON (Jorak of Asarn)
Size: 3 Quality: *** Prices: average
Owns the famous Telen quarries in partnership with a senator. This is a business office where orders for Telen Stone are taken. Jorak owns more than 50 slaves, most working the quarries and six barges used to transport the stone along the Thard.

75. LOCKSMITH (Narik of Paranay)
Size: 1 Quality: *** Prices: high
Reputed to have connections with the Lia-Kavair (most locksmiths are suspected of this). Will make duplicate keys with no questions asked.

76. HIDEWORKER (Darae of Kygax)
Size: 10 Quality: ** Prices: average
Kygax is known for the unique softness of his leathers, a property obtained by reworking them constantly. His tannery is located downwind in Kuseme [76a]. Kygax inherited the franchise from an associate who originated the secret softening processes but lacked business drive and disappeared mysteriously in 714.

LOCATION: Kingdom of Rethem
STATUS: Chartered Freetown
GOVERNMENT: Heptarchial Council (civil)
King/Constable (military)
POPULATION: 6,200 (approx.)

The principal urban centre of the Kingdom of Rethem, located on the island of Galmerthos near the mouth of the River Thard. The ground on which the city now stands was formerly a swamp, drained by canals during the fifth century. Golotha is a city of secrets and dark places. Its narrow, poorly policed streets are dangerous, even during the day.

HISTORY

The city was founded under the name Merethos by Malian (380-394), the sixth Corani ruler. As part of the Corani Empire, the city prospered as a port and trading center, but was the first Corani city to fall to the Balshans, when its name was changed to Golotha. This translates as something like dark or final victory in the Morgathian temple tongue. During the rest of the Balshan Jihad, Golotha provided much of the impetus and leadership for the rebels to overwhelm the Corani Empire, but the city was snubbed when Shiran was chosen as the capital of the Theocracy of Tekhos. Long the religious centre of the evil churches, Golotha became the religious capital of the new state religion, Morgathianism. When the Theocracy collapsed, only in Golotha were the priests of Morgath able to retain power, until the city was dramatically conquered by Arlun the Barbarian who founded the present Kingdom of Rethem. Golotha has suffered several disasterous floods, the worst being the Great Flood, when fully half the city was destroyed.

CHRONOLOGY

388 TR: City founded as Merethos
498 TR: City walls and canals completed
521 TR: Great Flood of Tharda
562 TR: City falls to Balshans
Renamed Golotha
568 TR: Theocracy of Tekhos founded
Golotha becomes religious capital
588 TR: Theocracy of Tekhos ends
Theocracy of Golotha founded
635 TR: Golotha falls to Arlun the Barbarian
Kingdom of Rethem founded
681 TR: King Nemiran assassinated in Golotha
682 TR: Ezar's War begins
697 TR: Ezar's War ends
707 TR: Major flood
712 TR: Canal gates built

GOVERNMENT

Golotha is regarded as the political heir to the infamous Theocracy of Tekhos. It is a Rethemi "freetown", governed by the Heptarchial Council, under charter of the King. Of its seven "aldermen", the Mangai, and the churches of Halea and Agrik appoint one each, the temple of Morgath appoints the remaining four. The evil temples thus dominate the council and have an almost free reign in their various nefarious activities, although their jurisdiction does not extend over the royal enclave, Caer Chaftar. There is a chronic shortage of garrison patrols, largely due to the intransigent relationship between the council and the military authorities who are essentially "beseiged" inside Caer Chaftar. Law and order is almost non-existent and many a hapless citizen or visitor has vanished, never to be seen or heard from again. The king has considerable difficulty in collecting aids from the town.

ECONOMICS

Strategically located at the mouth of the Thard River, Golotha has considerable economic potential, but the unstable political climate and a general lack of maritime trade have conspired to minimize its geographic advantages. It is nevertheless, a relatively busy port where sea going vessels tranship cargoes into/from the numerous river barges which ply the river. The city also serves as the major outlet for Peran trade goods, mainly hides and vegetable oils. The Hideworkers' Guild is important (Golothan leatherwares are generally considered the best on Harn) but not as prominent as the "guilded" activities of the Lia-Kavair. Fishing is the most important unguilded activity. About 60% of the businesses employ one or two private guards.

GUILDS

Apothecary:	[46]
Chandler:	[28]
Clothiers:	[31] [58]
Courtesans:	[66]
Embalmer:	[54]
Glassworker:	[53]
Heralds:	[3]
Hideworkers:	[38] [60]
Innkeepers:	[21] [22] [23] [24]
Jewellers:	[35] [55]
Lexigrapher:	[44] [63]
Lia-Kavair:	[64]
Litigants:	[57] [62]
Locksmith:	[33]
Masons:	[45] [50]
Mercantylers:	[6] [8] [29] [34] [59] [61]
Metalsmiths:	[36] [52]
Miller:	[30]
Ostlers:	[22] [24]
Perfumers:	[42] [48]
Physicians:	[47] [67]
Pilots:	[4]
Potters:	[39] [56]
Salter:	[32]
Seamen:	[10]
Shipwright:	[25]
Tentmaker:	[43]
Weaponcrafters:	[40] [69]
Woodcrafters:	[41] [49] [51]

TAXES

Property:	8% per annum (residential)
Property:	6% per annum (business)
Hawking :	5% goods value
Bonding:	1% goods value per month
Pilotage:	40d flat fee
Wharfage:	1d per foot per day
Registry:	40d per foot per annum

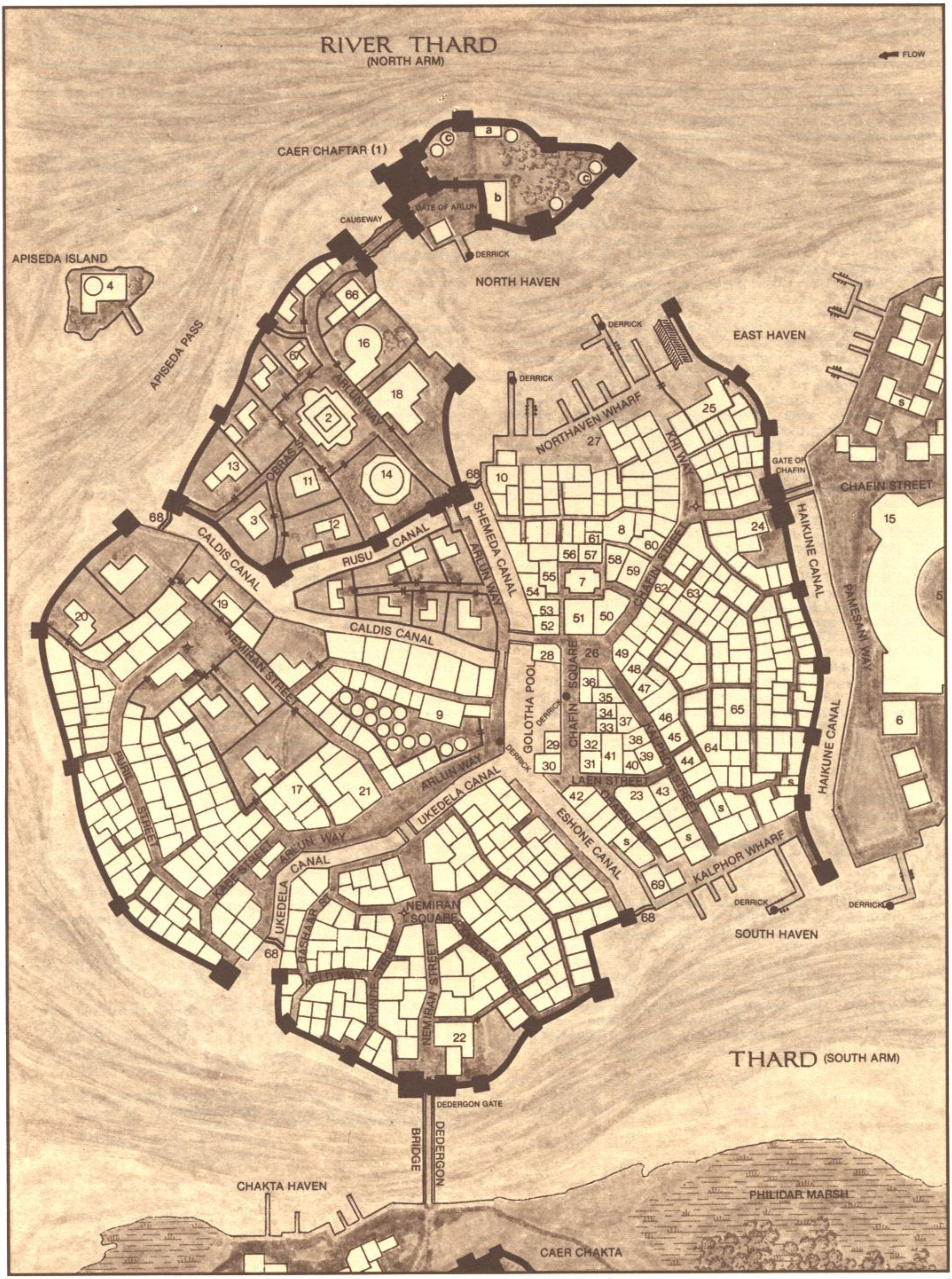
RELIGION

Golotha is, ironically, one of the most religiously intolerant of Harnic cities. The church of Morgath dominates, unified into a single order. The Temple of Agrik is potentially more powerful but is plagued by a vicious rivalry between five different orders. The temples of Halea, Ilvir, Naveh, and Save-Knor are barely tolerated. All other temples are proscribed, their adherents certain to be condemned to the Pamesani.

TEMPLES

[11] AGRIK (Order of the Eight Demons)
[12] AGRIK (Order of the Fuming Gate)
[13] AGRIK (Order of Herpa the Mace)
[14] AGRIK (Order of Mameka the Master of Steel)
[15] AGRIK (Order of the Octagonal Pit)
[16] HALEA (Order of the Silken Voice)
[17] NAVEH (Order n/a)
[18] MORGATH (Order of the Lord of Chaos)
[19] ILVIR (Order of the Pia-Gardith)
[20] SAVE-K'NOR (The Hyn-Aelori)

GOLOTHA 2


LOCAL SCALE
FEET
0 50 100 200
RIVER THARD
(NORTH ARM)
FLOW
CAER CHAFTAR (1)
a
b
c
c
GATE OF ARLUN
CAUSEWAY
DERRICK
NORTH HAVEN
APISEDA ISLAND
4
APISEDA PASS
66
16
67
18
ARLUN WAY
2
OBRAS ST
13
11
14
68
3
12
68
10
RUSU CANAL
CALDIS CANAL
SHEMEDA CANAL
ARLUN WAY
DERRICK
DERRICK
NORTHAVEN WHARF
27
KHI WAY
EAST HAVEN
25
GATE OF CHAFIN
CHAFIN STREET
15
24
HAIKUNE CANAL
PAMESANI WAY
5
8
61
60
56
57
58
59
7
55
54
CHAFIN STREET
62
63
53
52
51
50
20
19
CALDIS CANAL
NEMIRAN STREET
28
26
49
48
47
CHAFIN SQUARE
GOLOTHA POOL
DERRICK
36
35
34
33
37
46
65
6
9
29
30
32
31
41
38
39
40
KALPHOR STREET
45
44
64
HAIKUNE CANAL
s
PURIE STREET
ARLUN WAY
DERRICK
UKEDELA CANAL
17
21
LAEN STREET
42
23
43
DHAINA ST
s
s
s
ESHONE CANAL
KABE STREET
ARLUN WAY
CANAL
UKEDELA
KALPHOR WHARF
69
DERRICK
DERRICK
SOUTH HAVEN
68
68
NEMIRAN SQUARE
BASHAAR ST
AELD WAY
KRUNDE STREET
NEMIRAN STREET
22
THARD (SOUTH ARM)
DEDERGON GATE
BRIDGE
DEDERGON
CHAKTA HAVEN
PHILIDAR MARSH
CAER CHAKTA

©1983 N. Robin Crossby

CITY MAP INDEX

1. CAER CHAFTAR

The royal castle and residence of King Chafin III when in Golotha. This is his second most used residence (his principal seat is in Shostim, approximately 10 leagues to the north) and although Chafin prefers Caer Chaftar over Shostim Castle, he is reluctant to hold court too long in perfidious Golotha. The citadel is located on an island connected to the rest of the city by a causeway; it is capable of withstanding a siege even when the rest of the city is in enemy hands, a useful capacity considering the political climate. Due to the constant danger of assassination, kings of Rethem usually enter and exit Caer Chaftar by boat, using their private wharf; even then there is some threat from archers. The keep was first constructed between 389-395, and strengthened several times hence, notably by Arlun (635-56) who ordered the walling of most of the island on which it stands. By the reign of Puril (681-89), the citadel had achieved, more or less, its present form. The keep is approximately seventy five feet square and has six stories above ground plus one dungeon level. Its four towers rise ten to fifteen feet above the keep's battlements. The outer walls are all at least twenty feet tall. Because of the Rethemi kings' justifiable paranoia, Caer Chaftar has many secret passages and hidden chambers. [a] House of Ardis of Tharken, bonded master weaponcrafter to the household of Caer Chaftar. [b] House of Pordiar of Wedina, bonded master ostler. [c] Granaries - kept well stocked against the possiblilty of siege.

2. PALACE OF PEREHYNE

The chancery of Golotha and forum of the Heptarchial Council that governs the city. There are also law courts and offices for the few bureaucrats needed. See also [14] and [16].

3. MANSE OF THE SANGUINE SALTIRE

The Golotha College of Heralds, the residence of the Sanguine Saltire Herald, and the repository of the heraldic records of Rethem. This is a building of considerable importance; it is considered inviolate, even by the king.

4. HARBOURMASTER OF GOLOTHA & PILOT'S GUILD

The official residence of the master pilot responsible for Golotha Haven. The building also houses the Golotha chapter of the Pilots' guild. There is a tower atop the building that houses a beacon, lit when visibility is poor. Also see [68].

5. PAMESANI ARENA

Harn's second largest Pamesani complex. Shows are staged each Yaelah and Yaelmor (twice monthly), spectacles renowned for their unsurpassed gory splendour. More strange beasts may be found here than at Coranan or Shiran and the gladitorial combats stress visual appeal at the expense of skill; the organisers cater to the baser instincts of the mob. The southwest part of the building holds the animal pens. Here, beasts from all over Harn are trained to perform for the blood-loving crowds. The pens are operated by the Order of Demon Pameshlu the Insatiable. Several mercantylers are bonded to the order; expeditions to Peran, and further afield, to catch or trade for beasts originate here. The arena owns the outbuildings to the south; they are used for storerooms, etc.

6. HOUSE OF RABARIAN

One of several gladitorial schools around the arena (the others are off map to the east). Urdail of Rabarian, a freemaster mercantyler and former slave-gladiator, rents the building from the Order of the Octagonal Pit. Rabarian buys (or sometimes steals) young men and women from various sources and gives them training (to fight spectacularly, rather than well). Most of his graduates are sold to wealthy Golothans, sometimes as bodyguards, but usually as arena fodder. Despite a general tendency to gloss over the art of skillful combat, Rabarian turns out Golotha's best fighting slaves.

7. PALACE OF THE SILVER ORB

The guildhall of the Golotha chapter of the Mangai.

8. MERCANTYLERS' HALL

The Golotha chapter of the Mercantylers' Guild. The hall is a members only commodities exchange and a hostel for visiting mercantylers.

9. BONDING HOUSE

The warehouse for storing goods brought into Golotha for which no hawking license exists. The Heptarchial Council, being little interested in such mundane affairs, leases the building and office of Bondmaster to Harald of Lorjan, whose brother [34] just happens to be the guildmaster of the Mercantylers' Guild in Golotha. As you might expect, hawking license and bonding fees in Golotha are the lowest in Harn.

10. SEAMAN'S GUILD

The hostel and guildhall for seafarers in Golotha. Being a busy port, the Golotha chapter of the guild is prosperous, and the hall is often crowded.

11. TEMPLE OF AGRIK

The Golotha headquarters of the female clerical order, the Eight Demons. The order is notorious for its mutilation and torture of male captives brought to its clutches by its sponsored fighting order, the Cohorts of Gashang, which has a chapter house here.

12. TEMPLE OF AGRIK

Chief house and last surviving major temple of the Order of the Fuming Gate which sponsors the fighting-order, the Copper Hook. Since the fiascos of Ezar's War (682-697) both orders have been in decline. Only a few dozen priests and "knights" can be found in the temple at any time.

13. TEMPLE OF AGRIK

Chief house of the Order of Herpa the Mace, the most mystical followers of Agrik. There is a chapter house on the premises of the sponsored fighting-order, the Red Shadows of Herpa. The temple has a strong, behind the scenes, position in Golothan politics. It is trying to provoke an "evil temple crusade" against the rest of Harn, and is working very hard to gain the king's ear.

14. TEMPLE OF AGRIK

The chief (and only) house of the Order of Mamaka the Master of Steel, presently the dominant order of the church of Agrik. The order's grandmaster is also the Primate of Agrik, chief priest of the deity on all of Harn. His name is Klyrdes of Bisidril, a descendant of the prophet Balsha (a confusing matter, considering that Balsha followed Morgath and not Agrik). Because of the respect he enjoys from the temple of Morgath, as well as his own, he is able to maintain his role as the Chairman of the Heptarchial Council. This temple has a chapter house of the fighting-order, the Warriors of Mamaka.

15. TEMPLE OF AGRIK

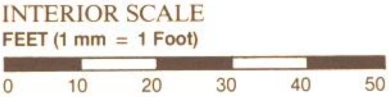
The headquarters of the clerical order of The Octagonal Pit, the organisation that runs the Pamesani Games with the aid of its sponsored fighting-order, Demon Pameshlu the Insatiable. See: SHIRAN [6] for illustration of a Temple/Pamesani complex.

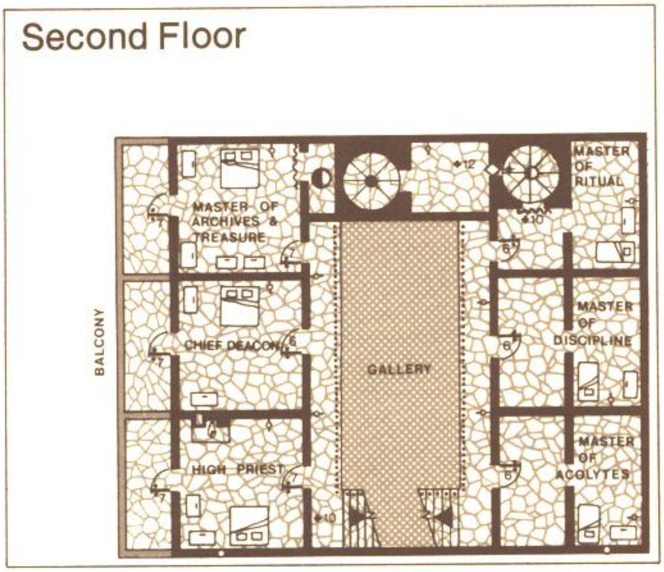
16. TEMPLE OF HALEA

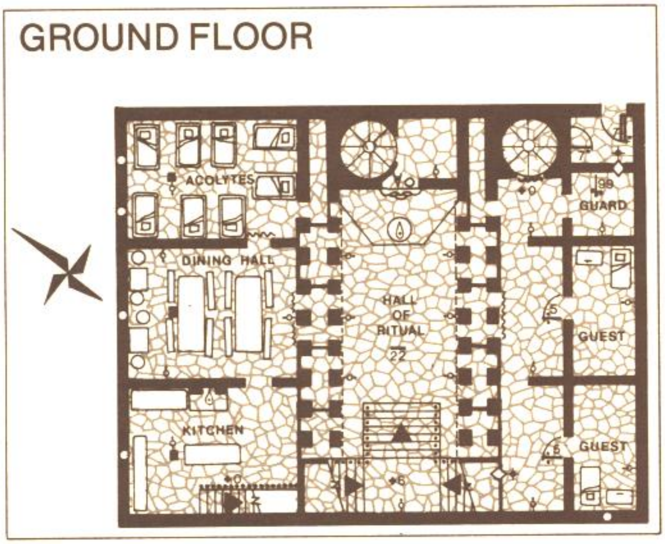
The Golotha chapter of the Order of the Silken Voice. Haleanism is not popular with the Golothan dark churches; several clerics and worshipers of Halea have been brutally murdered recently and Halean nominees to the Heptarchial Council have a habit of disappearing before taking office. Those bold enough to openly worship here had better be well armed.

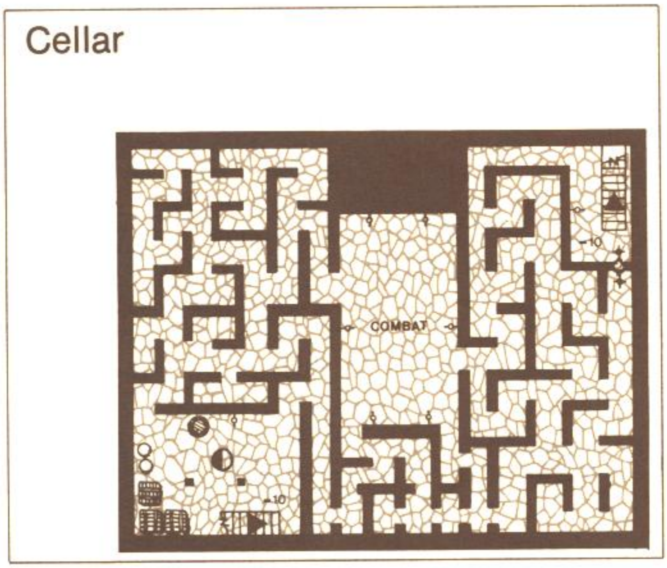
GOLOTHA 4

17. TEMPLE OF NAVEH




Second Floor


GROUND FLOOR


Cellar

TEMPLE OF NAVEH

The temple is covert. From the exterior it seems nothing more than a large house, devoid of street windows, which is not uncommon on Harn, particularly in Golotha. The temple is constructed almost entirely of cut stone.

The Church of Naveh is illegal throughout Harn, but has considerable leeway in its Golotha operations, and contributes its share of danger to the city. This particular temple has only masters and acolytes and is berift of the normal compliment of intermediate ranks. The institution is governed by High Priest Herdis of Lerkenas. He and his subordinate masters preside over what is probably the most rigid and merciless organisation on Harn. There is a normal compliment of six masters, including the High Priest, and less than twenty acolytes, or "apprentices".

The Main Floor

The business of the temple is concentrated on the ground floor around the Hall of Ritual. The ritual focus is located at the hall's northeast end. Here is located a raised platform , on which is a large brazier (for atmosphere). On the wall there is a large bas-relief of the Shinkra-Akra, behind which is a room where various "special effects" devices are operated by the Master of Rituals or his personal deacon. The effects room is accessable only by spiral staircase from a room upstairs that can only be entered through a secret door. Even most acolytes are aware of the trickery involved in temple rituals but all believe wholeheartedly in Naveh's hand in them.

The Cellar

The cellar level is comprised of dark passages, punctuated by narrow cul-de-sacs, distributed around a larger hall. There is a storage area in the west corner (under the kitchen). The central Hall is used as the starting point for the most merciless and deadly ritual on Harn, the Herth-Akan. At other times, the cellar is used to sharpen the senses and abilities of the clerics. About seventy five percent of the time, the area has two or more clerics stalking each other for practice, which is as close as the priests of Naveh come to recreation. Should there be any intruders, these stalkers will change their prey. The clerics of Naveh take prisoners only when they want information.

A secret passage (entered by the stairs down at the east corner of the cellar) leads to the Caldis canal where it opens by way of a hidden door some three feet above the high water mark. The clerics use the route for various purposes; they are generally able to enter and exit the city without being observed. The tunnel also permits access to the city's bonding house [9]; the priests rarely find it necessary to purchase provisions.

The Second Floor

The upper level is devoted to the spartan quarters of the temple's masters, each of whom has a particular responsibility. The High Priest is the chief of the temple and his word is law. The Chief Deacon is the High Priest's right hand. The Master of Archives and Treasures is custodian of the temple's books, scrolls, relics, and monies. The Master of Ritual teaches the mysteries of this esoteric religion and has various ceremonial functions. The Master of Discipline has responsibility for the rigid code of behaviour followed by members of the temple; he is the most feared of masters since he is a kind of secret police and is responsible for punishment. The Master of Acolytes is in charge of training.

© 1983 Garry Steinhilber

18. TEMPLE OF MORGATH
The chief temple of the order of the Lord of Chaos, and the seat of the Primate of the Harnic Isles of Morgath. Despite its relatively small number of followers, the temple wields immense political power in Golotha because the primate appoints four members of the Heptarchial Council.

19. TEMPLE OF ILVIR
The only temple of the order of Pai-Gardith. This order has few adherents, is poorly organised, and loosely involved (it is hard to determine how) with Ivashu involved in the Pamesani Games.

20. TEMPLE OF SAVE-K'NOR
The Golotha temple of the order of the Hyn-Aelori. The temple has only an academic interest in Golothan politics but has sizable archives.

21. THE NOOSE AND JESTER (Yerid of Harbas)
Size: 10 Quality: *** Prices: average
There used to be a gallows outside the door but it was removed after the Pamesani Arena went into operation.

22. BRIDGETOWER INN (Orsa of Parda)
Size: 9 Quality: **** Prices: high
Freemaster ostler, Irdin of Naradaso. This is the tavern most favoured by gentlefolk.

23. THE HAND AND FIST (Tarian of Quasstin)
Size: 3 Quality: *** Prices: average
The tavern favoured by most of Golotha's merchants.

24. THE TRIDENT INN (Kardis of Enaldin)
Size: 8 Quality: ** Prices: low
Freemaster ostler, Herpeld of Astarth. Caters especially to those associated with the Pamesani Games but almost anyone can be found here.

25. SHIPWRIGHT (Hoder of Gathin)
Size: 3 Quality: **** Prices: average
Specialty: barges and boats that ply the River Thard and Golothan canals.

26. CHAFIN SQUARE
The Golotha Market is open from dawn to noon every day except holidays. The square is adjacant to Golotha Pool and many of the goods sold are brought in by barge or boat.

27. NORTHAVEN WHARF
The Golotha Fishmarket is very casual and unorganised. Fishermen bring in their catches, by cart, barge or raft to sell them. The wharf is a wooden, piling-supported extension of the island, as is much of the district north of Chafin Street and west of Khi Way. There is a minimum twenty five foot clearance under the wharf at low tide, and about ten feet at high tide. Several of the buildings above are accessable, by trapdoor, from underneath the wharf. Dozens of small vessels, many used as homes, tie up beneath the wharf. This "underground" is even more dangerous than the city streets. Kalphor Wharf has a similar colony. See [64].

28. CHANDLER (Jarop of Zarainsen)
Size: 7 Quality: *** Prices: high
Sells goods purchased from other guilds at a mark up of 50%. The shop is open from noon to dusk. Jarop is the "guildmaster" of the Lia Kavair; he specialises in disposing of stolen goods.

29. USURER/MERCANTYLER (Oparn of Zarainsen)
Size: 6 Quality: *** Prices: high
The younger brother of Jarop [28], operates what amounts to a "loan sharking" business. He is a ready source of cash at interest rates in excess of 50% per month. Oparn employs two "journeymen" who are specialists at collecting debts.

30. MILLER/MILLWRIGHT (Draz of Heripime)
Size: 4 Quality: *** Prices: average
Does not own a mill; he imports his flour from neighbouring manors. Most of the bread consumed in Golotha is baked in Draz's oven, the largest in Rethem.

31. CLOTHIER (Tarjah of Artalsen)
Size: 8 Quality: *** Prices: average

32. SALTER (Arag of Dysen)
Size: 4 Quality: ** Prices: average
Owns a coastal saltpan near Quste (operated mainly by slaves) which provides most of the salt he sells. Imported rock salt is somtimes available at outrageous prices (300-500%). Pickled eels are a speciality.

33. LOCKSMITH (Horah of Urmel)
Size: 3 Quality: *** Prices: low
Specialty: selling duplicate keys to the Lia-Kavair.

34. USURER/MERCANTYLER (Largo of Lorjan)
Size: 3 Quality: *** Prices: average
He is the guildmaster and active with the Mangai. Largo's younger brother is the Golotha bondmaster [9], a very cosy arrangement.

35. JEWELLER (Klarina of Queldstar)
Size: 6 Quality: ** Prices: average
She is licenced to mint Rethemi coinage.

36. METALSMITH (Musqur of Areskal)
Size: 4 Quality: *** Prices: average

37. TOYMAKER (Marak of Shoan)
Size: 3 Quality: *** Prices: average
Specialty: black-market items. He has business connections with the Lia-Kavair.

38. HIDEWORKER (Varean of Ulemen)
Size: 7 Quality: **** Prices: average
Specialty: leather and fur goods.

39. POTTER (Haleana of Kaim)
Size: 6 Quality: *** Prices: average
She is Golotha's busiest potter.

40. WEAPONCRAFTER (Kronar of Obrame)
Size: 3 Quality: *** Prices: average
Some of his weapons are sold to Daquer of Iyesin [61] for trading to the Kubora.

41. WOODCRAFTER (Brixar of Yeridar)
Size: 12 Quality: *** Prices: average

42. PERFUMER (Julah of Chamad)
Size: 3 Quality: *** Prices: average

43. TENTMAKER (Gremarn of Shoth)
Size: 5 Quality: *** Prices: average

44. LEXIGRAPHER (Forant of Onedim)
Size: 7 Quality: *** Prices: high
An excellent forger. Will do anything for a profit.

45. MASON (Lhaol of Uvies)
Size: 8 Quality: *** Prices: average
Many of the large structures in Golotha have been designed and built by six generations of the Uvies, including the Pamesani Arena.

46. APOTHECARY (Spalir of Banderia)
Size: 1 Quality: *** Prices: high
Gives discounts to regular customers.

47. PHYSICIAN (Shorka of Larsi)
Size: 3 Quality: * Prices: average
Specialty: over priced coloured water. He has managed to survive only by making regular payments to the Lia-Kavair.

48. PERFUMER (Borana of Promel)
Size: 3 Quality: **** Prices: high
Specialty: imported perfumes and soaps.

49. WOODCRAFTER (Claune of Rusane)
Size: 4 Quality: **** Prices: high
Specialty: furniture. He also sells the odd carving and sculpture imported from Lythia.

50. MASON (Petry of Syrdia)
Size: 3 Quality: *** Prices: average
Specialty: building materials. Owns and operates a quarry just south of Bekar.

51. WOODCRAFTER (Hunar of Atar)
Size: 10 Quality: *** Prices: average
Specialty: coopering and wagon-making. "Scarlett Dak" [61] is a steady customer, buying wagons and barrels for transporting Peran vegetable oils and hides.

52. METALSMITH (Larga of Elekon)
Size: 3 Quality: **** Prices: high
Specialty: brass, copper, and pewter wares.

53. GLASSWORKER (Scozar of Fena)
Size: 3 Quality: **** Prices: high
Rare and expensive glasswares, supposedly of Sindarin origin, are sometimes available.

54. EMBALMER (Boraga of Karil)
Size: 7 Quality: *** Prices: average
May be the busiest embalmer on Harn. Boraga has a lucrative contract with the city council to retrieve bodies from the canals at a halfpenny each. He is said to earn more than 1000d per annum in this way (ridiculous) but is not above disposing of the odd corpse in the adjacent Shemeda Canal to pad his "catch". His canal barge sounds a dull gong as it plys its silent course each morning.

55. JEWELLER (Dusikan of Bredur)
Size: 3 Quality: *** Prices: high
Specialty: silverware.

56. POTTER (Jagal of Veranis)
Size: 2 Quality: ***** Prices: high
Fled Coranan in 719 as a result of a misunderstanding with the Red Guard and paid cash for this Golotha franchise.

57. LITIGANT (Parqu of Aerth)
Size: 5 Quality: *** Prices: average
Specialty: guild and civic affairs. Leaves most of his considerable case load to apprentices, because of his involvement with the Mangai. He is the current Mangai appointee to the Heptarchial Council.

58. CLOTHIER (Zako of Varian)
Size: 7 Quality: *** Prices: average

59. SLAVER/MERCANTYLER (Rylen of Laleld)
Size: 7 Quality: *** Prices: average
Much of his stock is imported, but no few visitors to the city have awoken from a night of drunken revelry to find themselves in chains. Laleld deals in both combat and pleasure slaves. He buys and sells, mostly, in Chafin Square [26] and is a freemaster of the Mercantylers' Guild.

60. HIDEWORKER (Idorah of Otorsa)
Size: 10 Quality: **** Prices: average
Some of his hides are purchased from the Pamesani Arena, and may be of dubious worth. He also sells Peran hides and pelts (obtained notably from Daquer of Iyesin [61]).

61. MERCANTYLER (Daquer of Iyesin)
Size: 8 Quality: **** Prices: average
Something of a loner, "Scarlett Dak" is Golotha's most successful Peran trader, bringing hides, pelts and wild beasts to Golotha in trade for metal artifacts and weapons. He will not deal in barbarian slaves since his mother was Kuboran. Iyesin is not popular with the Agrikian fighting-orders who are attempting to subdue Peran; he employs three trusted Kuboran warriors as bodyguards.

62. LITIGANT (Nobar of Rushez)
Size: 5 Quality: *** Prices: average
Suspicious by nature and unlikely to accept work from strangers.

63. LEXIGRAPHER (Tykar of Renchasa)
Size: 1 Quality: *** Prices: average
Specialty: maps, scrolls.

64. GUILDHALL OF THE LIA-KAVAIR
The Golotha chapter of the Lia-Kavair is the most open and prosperous on Harn. The hall appears to be a typical brothel, and there are a dozen girls working here. Buildings throughout Golotha marked [s] are safehouses of the Lia-Kavair; several are connected by trapdoor to the underside of Kalphor Wharf where the profusion of small boats make it a smuggler's haven rarely visited by the meagre Golothan forces of law and order.

65. BROTHEL (Derine of Nerele)
Size: 17 Quality: *** Prices: low

66. HOUSE OF THE FIVE PLEASURES
Size: 10 Quality: *** Prices: average
Golotha's only House of Courtesans, owned by Wyrene of Charo.

67. PHYSICIAN (Horab of Ardiris)
Size: 3 Quality: **** Prices: high

68. CANAL LOCK GATES
There is a fifteen foot tidal range (average) between high and low water at Golotha. The lock gates were built between 708-712, partly to help with flood control, partly because the canals tended to dry out during low water spring tides. The gates also protect canal-front properties from the "Thard Bore", a wall of water (often four feet high) which moves upriver in the first three hours of some flood tides. The lock gates (winch driven) are opened twice daily during high water slack for about one hour each time. Unfortunately, this does not allow the waters trapped inside the gates much opportunity to cleanse themselves and the canals are hardly distinguishable from large open sewers. Sea-going vessels over 30 feet are not permitted to enter the canals; cargoes from such vessels are off-loaded into smaller river barges for this purpose. Each lock gate is controlled by a lockmaster, appointed by the harbourmaster [4].

69. WEAPONCRAFTER (Petrak of Marganae)
Size: 3 Quality: **** Prices: high
An excellent swordsmith (when sober) although most of his sales tend to be daggers, with superbly engraved hilts and keen blades.

(s) See: [64]

(t) See: [17]

LOCATION: Thardic Republic
STATUS: Provincal Capital
GOVERNMENT: Provincial Magistrate/6 Aldermen (civil)
Provincial Marshal (military)
POPULATION: 3,900 (approx.)

Located on the north bank of the Thard River near Lake Benath, Shiran is Harn's smallest city. It is the capital of Shiran Province (one of six provinces in the Thardic Republic) and is something of a cultural center, housing many artists, sculptors, and the like. Shiran also has a reputation as a mecca for hedonists and is known throughout Harn as the "City of Sins".

HISTORY

The city is named for the Shira, a tribe who controlled the region prior to its conquest by the Corani Empire. The city itself was founded by Emperor Malian as the eastern outpost of the empire. The settlement's early history lacked distinction and it was not until the sixth century that it developed into a real town. Horahnam of Tekhos led the city to its zenith when, after ruthlessly seizing power over the forces of the Balshan Jihad, he made it the political capital of the Theocracy of Tekhos. Shiran's domination was brief, however, and with the collapse of the religious dictatorship after twenty years, it sank back into relative obscurity. The listless chaos of the Interregnum was eventually quelled by a coalition of religious and business leaders. Civil order was restored with the foundation of the Shiran Republic but its senators soon found their young state threatened by potential enemies. Shiran first formed an alliance with, and then entered into The Thardic League with the Coranan Republic, which eventually led to the foundation of the present Thardic Republic.

CHRONOLOGY

372 TR: Battle of the Source
Shira tribes defeated by Corani
391 TR: City founded, Fort Shiran built
420 TR: Caer Shira constructed (416-20)
521 TR: Great Flood of Tharda
543 TR: Klodas of Tekhos, imperial magistrate
554 TR: City walls constructed (549-54)
563 TR: Murder of Klodas by his son Horahnam
564 TR: Horahnam joins Balshans
Shiran joins Jihad
568 TR: Horahnam declares Theocracy of Tekhos
Shiran capital of Theocracy
588 TR: Horahnam assassinated in Coranan
Theocracy of Tekhos collapses
The Interregnum (588-625 TR)
625 TR: Shiran Republic founded
632 TR: Alliance with Coranan Republic
636 TR: Thardic League founded
674 TR: Thardic Republic founded
707 TR: Thardic Flood destroys part of city

GOVERNMENT

Shiran is part of the Thardic province of the same name and falls under the jurisdiction of the provincial government. The civil governor of the province, Magistrate Serenima of Dethale, delegates day to day civic authority to six aldermen. The military governor of the Province, Marshal Quarlid of Jeredosta, resides in Caer Shira and retains direct control of the garrison. Both the provincial governors receive their authority directly from the Thardic Senate. The tax revenues of the city pass through the magistrate's hands; it is well known that she diverts ten to fifteen percent into the coffers of the Halean temple.

ECONOMICS

As the pleasure capital of Harn, it is natural that the industries of decadence thrive. Shiran is renowned for its perfumes, its fine dyes, and its erotic slaves. Shiran is also an important fishing centre, and silver and iron are imported across the Lake and wrought into artifacts for local consumption and export. Both the Miners' and Metalsmiths' Guilds are prosperous. Most of Shiran's trade is with Coranan by way of barges and boats on the River Thard; some caravans travel the paved road to Coranan.

GUILDS

Apothecary:	[54]
Chandler:	[27]
Clothiers:	[43] [47]
Courtesans:	[61] [62]
Embalmer:	[33]
Glassworker:	[36]
Hideworker:	[46]
Innkeepers:	[20] [21] [22] [23]
Jewellers:	[39] [57]
Lexigraphers:	[55] [59]
Lia-Kavair:	[10]
Litigants:	[29] [51]
Locksmith:	[58]
Masons:	[25] [49]
Mercantylers:	[8] [31] [41] [48] [50] [53]
Metalsmiths:	[26] [42]
Miller:	[32]
Miners:	[40]
Ostlers:	[20] [23]
Perfumers:	[30] [52]
Physicians:	[64] [65]
Pilots:	[9]
Potters:	[34] [56]
Salter:	[38]
Seamen:	[44]
Shipwright:	[24]
Tentmaker:	[45]
Weaponcrafter:	[37]
Woodcrafters:	[28] [35]

TAXES

Property:	8% per annum (residential)
Property:	5% per annum (business)
Hawking :	10% goods value
Bonding:	2% goods value per month
Pilotage:	30d flat feet
Wharfage:	½d per foot per day
Registry:	25d per foot per annum

RELIGION

Shiran has a reputation for religious toleration, which it maintained even during its brief career as capital of the Theocracy of Tekhos. Although all creeds are permitted, the political establishment, always dominated to some degree by the church of Halea, is not above acts of sabotage. The civil authorities do not officially favour any church with special tax exempt status, although public monies find their way into Halaean temple coffers. While both good and evil temples co-exist in Shiran, the atmosphere between them can be described as "tense".

TEMPLES

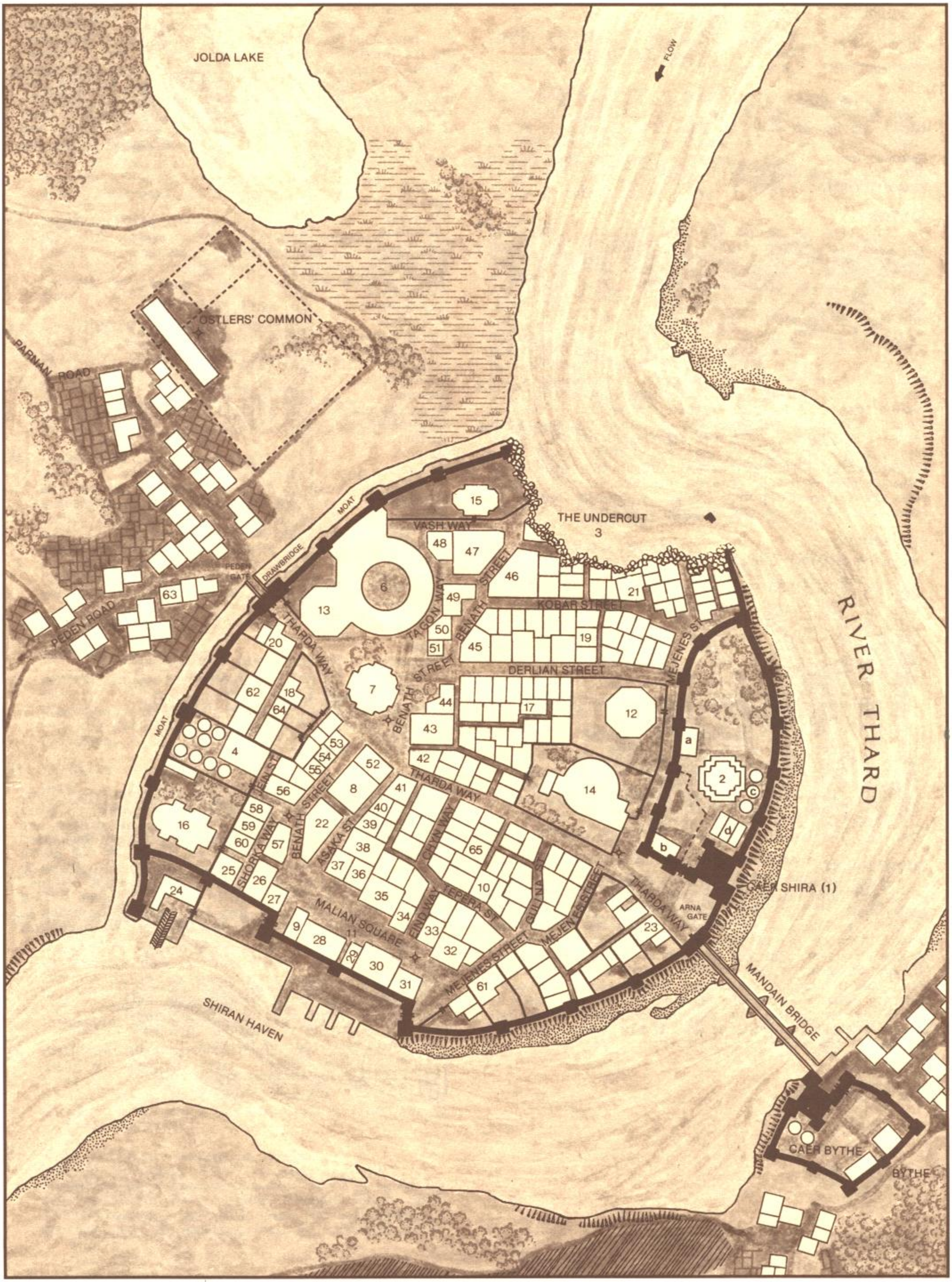
[12] AGRIK (Order of the Eight Demons)
[13] AGRIK (Order of the Octagonal Pit)
[14] HALEA (Order of the Silken Voice)
[15] ILVIR (Order of Seafarer Ibenis)
[16] LARANI (Order of Hyvrik)
[17] NAVEH (No Order)
[18] PEONI (The Irreproachable Order)
[19] SAVE-K'NOR (The Rydequelyn)

SHIRAN

LOCAL SCALE

FEET

0 50 100 200


JOLDA LAKE
FLOW
OSTLERS' COMMON
PARNAN ROAD
PEDEN ROAD
PEDEN GATE
DRAWBRIDGE
MOAT
MOAT
VASH WAY
THE UNDERCUT
3
RIVER THARD
15
48
47
46
21
6
13
49
50
51
TACON WAY
BENATH STREET
KOBAR STREET
45
19
THARDA WAY
20
7
BENATH STREET
DERLIAN STREET
MEJENES ST
62
18
64
44
17
43
12
53
54
55
4
42
52
a
EIN ST
56
8
41
THARDA WAY
14
2
c
16
58
59
60
57
SHORKA WAY
BENATH STREET
22
ASAKA ST
40
39
38
37
36
CRYN WAY
65
d
b
25
26
27
24
35
34
10
TEPERA ST
GULNA ST
MEJENES STREET
THARDA WAY
ARNA GATE
CAER SHIRA (1)
MALIAN SQUARE
11
EIND WAY
33
32
23
9
28
29
30
31
MEJENES STREET
61
SHIRAN HAVEN
MANDAIN BRIDGE
CAER BYTHE
BYTHE
63

©1983 N. Robin Crossby

CITY MAP INDEX

1. CAER SHIRA
The Keep is approximately sixty five feet square, has two cellar levels and four stories above ground; the roof is just over forty feet above the ground. The outer walls of the citadel are, generally, the same height as the city walls, fifteen to twenty feet. The towers, both of the citadel and of the city, are roughly ten feet taller than the adjacant wall. The Keep is the official residence of the Marshal of Shiran Province, Quarlid of Jeredosta, and the headquarters of the Shiran Legion, which he commands. [a] House of Firbel, bonded master weaponcrafter to Caer Shira. [b] House of Asane, bonded master ostler. [c] Granaries. [d] Barracks of the Shiran Legion.

2. PALACE OF EWAIR
The Chancery of Shiran Province and the official residence of the Magistrate of Shiran, a woman called Serenima of Dethale. The Shiran city council is often called here for consultation.

3. THE UNDERCUT
When the Thard flooded in 707, the placid river became a raging torrent at Shiran, cutting a new channel (see: [5]), and causing the north river wall to collapse in some places. The river's new course has continued to undercut the northern part of the city and some have predicted that the entire city could be washed away in a few decades. No serious attempt has been made to repair the damage or to shore up the district against further erosion, mainly due to a lack of funds. Real estate close to the Undercut tends to be cheaper than in other parts of the city.

4. BONDING HOUSE AND GRANARIES

5. JOLDA LAKE
An oxbow lake marking the former course of the Thard river. The River changed to its present course in 707. See [3].

6. PAMESANI ARENA
(See: illustration, next page)

7. SERDIS HALL
Hall of the Mangai. Used all year round as a social club for guildsmen, and monthly for meetings of the city council of six aldermen.

8. MERCANTYLERS' HALL
The Shiran commodities exchange - members only.

9. HARBOURMASTER & PILOTS' GUILD
The Shiran chapter of the Pilots' Guild is not very powerful, but see: CORANAN [18].

10. GUILDHALL OF THE LIA-KAVAIR
The Shiran chapter of the thieves' guild is engaged in a major effort to gain a cut of the Miners' Guild operations, but has been unable to learn the location/s of the silver mines of Iracu.

11. MALAIN SQUARE
The Shiran market is open from dawn to noon every day except holidays.

12. TEMPLE OF AGRIK
This temple is the headquarters of the female clerical order, the Eight Demons. There is a chapter house of its sponsored fighting-order, the Cohorts of Gashang. The order is notorious for its sexual torture of male captives.

13. TEMPLE OF AGRIK
Order of the Octagonal Pit (See: next page)

14. TEMPLE OF HALEA
Order of the Silken Voice. Seat of the Primate for the Harnic Isles, and the headquarters of the order. The church of Halea wields considerable influence among the middle and upper classes of Shiran. Both the Provincial Magistrate and Marshal are members of the church, and state monies are often diverted into temple coffers. This particular house is one of the richest temples on Harn.

15. TEMPLE OF ILVIR
The Order of Seafarer Ibenis, a badly organised sect. Shiran is used by a few Ilvirians for pilgramages to Araka-Kalai which lies across Lake Benath. The temple yard is crumbling into the Thard, its cellars have chronic problems of creeping damp, but this does not seem to bother the clerics too much.

16. TEMPLE OF LARANI
Order of Hyvrik. The worship of Larani is of moderate popularity among the citizens of Shiran; most adherents are among the nobility. The temple has a chapter house of the fighting-order, the Checkered Shield, which also provides guards for the temple of Peoni [18].

17. TEMPLE OF NAVEH
The church authorities are considering the closure of this, the smallest of its temples. Like all temples of Naveh, it is covert and illegal.

18. TEMPLE OF PEONI
The Irreproachable Order. This temple has a small infirmary on the premises. It is guarded by the fighting-order, the Checkered Shield [16]. Many of the lower classes of the Shiran region worship Peoni, but the church remains poor.

19. TEMPLE OF SAVE-K'NOR
The Harnic headquarters of the Rydequelyn. There are few clerics at this temple, but they make their presence felt by their "pranks".

20. THE RED FACE (Chirsen of Aldain)
Size: 5 Quality: **** Prices: high
Freemaster ostler, Horpil of Asain.

21. RAFTERS' INN (Yarbris of Soavel)
Size: 4 Quality: *** Prices: average
Clientele are mainly the urban poor of Shiran. Prostitutes are available.

22. THE MOON AND FLAGON (Garith of Soldirin)
Size: 8 Quality: *** Prices: average
Shiran's busiest tavern, catering mostly to the middle classes.

23. THE GREEN WYVERN (Orsin of Nemirina)
Size: 6 Quality: **** Prices: high +
Freemaster ostler, Urdel of Sarth. This is Shiran's best tavern, the preferred stop for gentlefolk.

24. SHIPWRIGHT (Shain of Eabin)
Size: 5 Quality: ** Prices: average
Eabin lives mostly off barge repair and cordage sales.

25. MASON (Urbran of Kyfen)
Size: 5 Quality: *** Prices: average

26. METALSMITH (Jelen of Ainis)
Size: 6 Quality: **** Prices: high

27. CHANDLER (Anros of Rowela)
Size: 3 Quality: *** Prices: high
Rowela carries a supply of goods produced by other guilds which he sells at 20-25% mark up. His shop is open from noon to dusk.

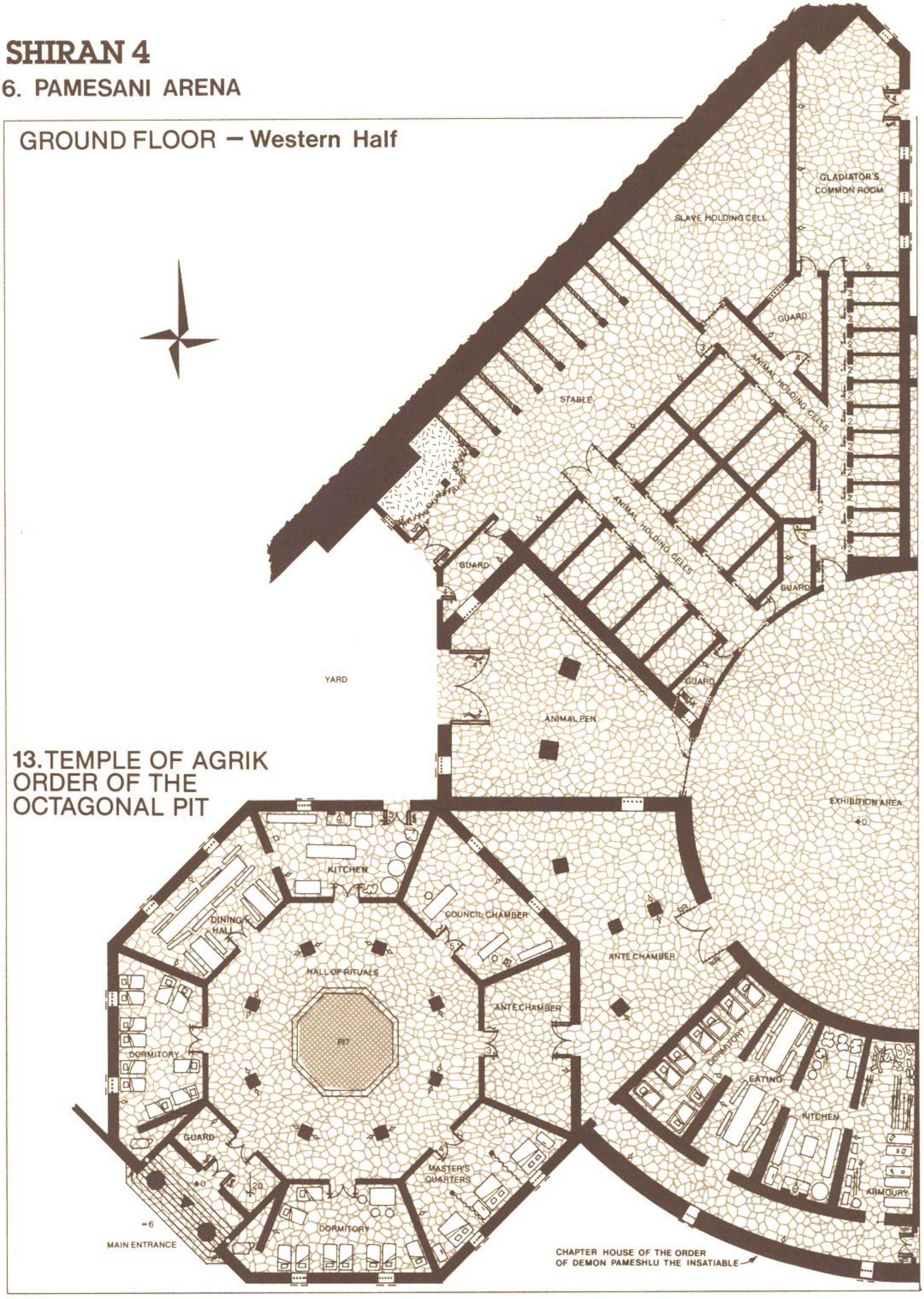
28. WOODCRAFTER (Shemeld of Persuden)
Size: 9 Quality: *** Prices: average

29. LITIGANT (Randai of Orde)
Size: 3 Quality: *** Prices: average
Specialty: court arguments.

SHIRAN 4

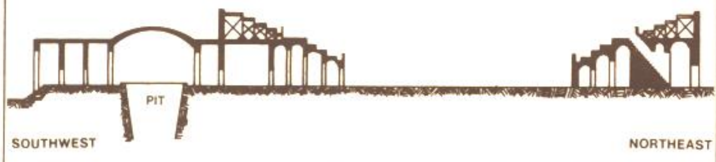
6. PAMESANI ARENA

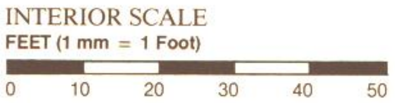
GROUND FLOOR — Western Half


SLAVE HOLDING CELL
GLADIATOR'S COMMON ROOM
GUARD
ANIMAL HOLDING CELLS
STABLE
ANIMAL HOLDING CELLS
GUARD
GUARD
GUARD
YARD
ANIMAL PEN
13. TEMPLE OF AGRIK
ORDER OF THE
OCTAGONAL PIT
EXHIBITION AREA
KITCHEN
DINING HALL
COUNCIL CHAMBER
HALL OF RITUALS
ANTE CHAMBER
ANTECHAMBER
PIT
DORMITORY
DORMITORY
EATING
KITCHEN
GUARD
MASTER'S QUARTERS
DORMITORY
ARMOURY
-6
MAIN ENTRANCE
CHAPTER HOUSE OF THE ORDER
OF DEMON PAMESHLU THE INSATIABLE

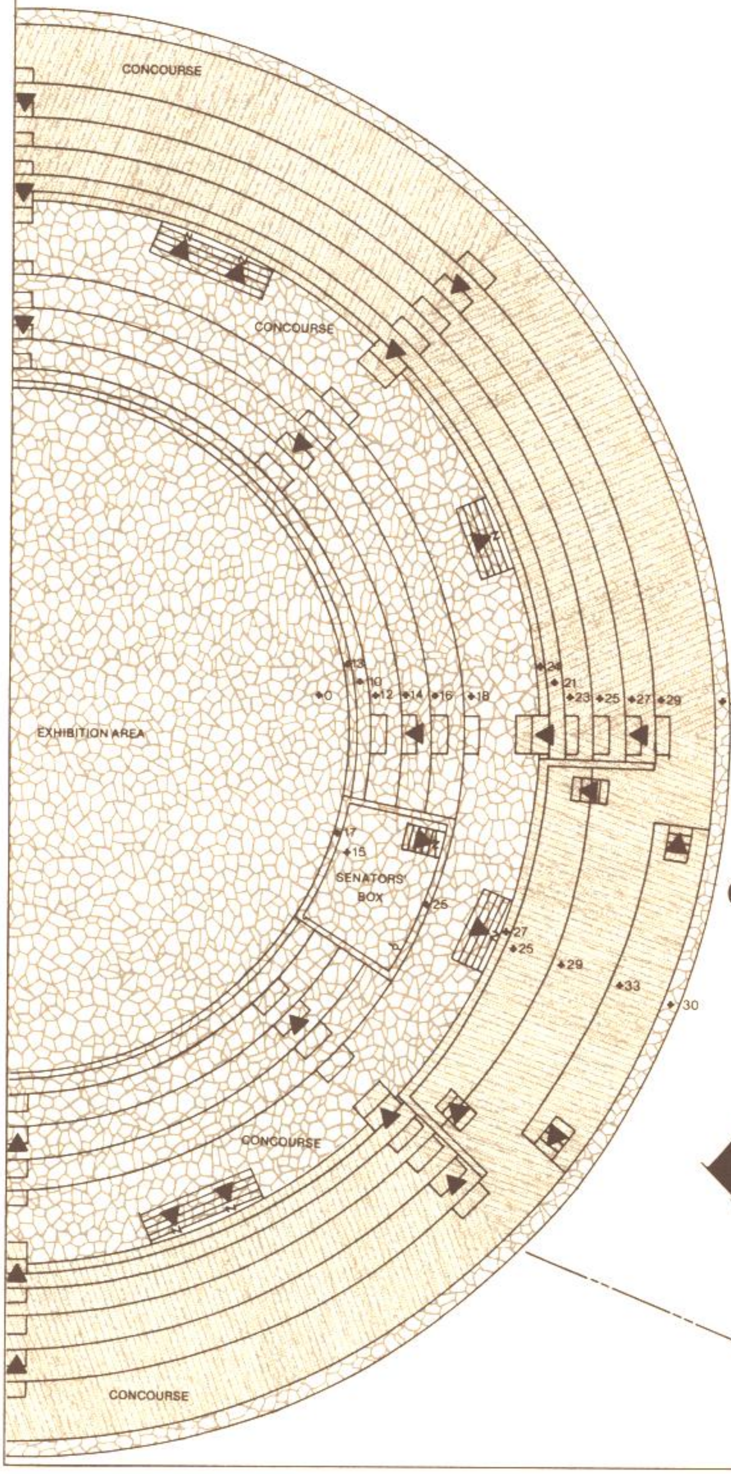
© 1983 Garry Steinhilber

CROSS SECTION

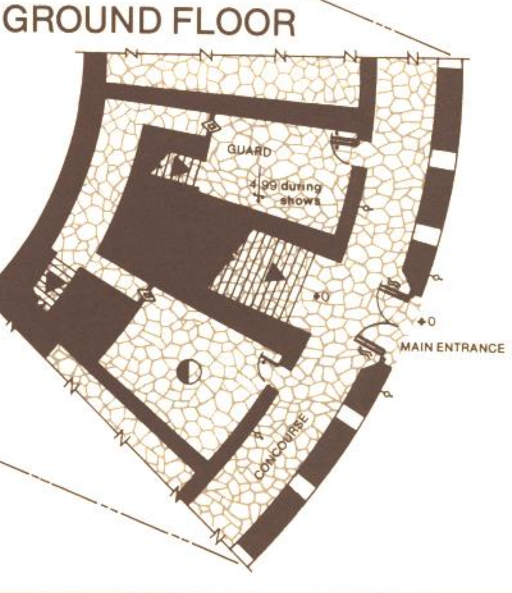

PIT
SOUTHWEST
NORTHEAST


INTERIOR SCALE
FEET (1 mm = 1 Foot)
0
10
20
30
40
50

SEATING PLAN – Eastern Half


CONCOURSE
CONCOURSE
EXHIBITION AREA
0
10
12
13
14
16
18
20
21
23
25
27
29
30
17
15
SENATORS' BOX
25
27
25
29
33
30
CONCOURSE
CONCOURSE

GROUND FLOOR


GUARD
99 during shows
0
0
MAIN ENTRANCE
CONCOURSE

THE SHIRAN PAMESANI ARENA

Inspired by the instant popularity of the Coranan Games, construction was undertaken on the Shiran Pamesani complex in 687. It was opened in 689 and has been an unqualified success ever since, with regular shows twice a month at Yaelmor and Yaelah. There are the usual range of events in the Shiran arena although procurers plying the waters of Lake Benath make a somewhat larger number of Ivashu available here than in Coranan or Golotha. The entire population of Shiran is able to squeeze into the arena at 1d to 12d a head. Of course many of the patrons come from the surrounding district.

The Order of the Octagonal Pit

The arena, is administered by the Agrikian clerical order of the Octagonal Pit, as are the games in Golotha and Coranan. The order has its temple at the southwest corner of the complex, and its "fighting-order", the Order of Demon Pameshlu the Insatiable (one of the most appropriately named organisations on Harn) maintains its chapter house under the seats nearby. Marshaling areas are located north and west of the temple.

© 1983 Garry Steinhilber

30. PERFUMER (Keliran of Horbin)
Size: 12 Quality: **** Prices: average
Specialty: delicate scented waters.

31. SLAVER/MERCANTYLER (Pinel of Dyr)
Size: 6 Quality: ***** Prices: high
Specialty: pleasure slaves.

32. MILLER/MILLWRIGHT (Hologa of Ilmuren)
Size: 4 Quality: *** Prices: average
The mill itself is ox-powered, and owned by the guild itself to whom Ilmuren is bonded. Mostly a baker.

33. EMBALMER (Kirio of Asanshen)
Size: 3 Quality: *** Prices: average

34. POTTER (Lonerl of Turenbor)
Size: 4 Quality: *** Prices: average
Handles imports from Coranan.

35. WOODCRAFTER (Jethris of Gelashdrin)
Size: 8 Quality: *** Prices: average
Specialty: coopering.

36. GLASSWORKER (Derel of Sebelis)
Size: 5 Quality: ***** Prices: high
One of the best glassworkers outside Evael; her stained glass designs are exquisite.

37. WEAPONCRAFTER (Sohlis of Urphed)
Size: 3 Quality: *** Prices: average
Shiran's only freemaster weaponcrafter; tends to overcharge visitors.

38. SALTER (Karabis of Sarhend)
Size: 3 Quality: *** Prices: average
Specialty: pickled Lake Benath fish.

39. JEWELLER (Horbeth of Emylis)
Size: 4 Quality: **** Prices: average
Has a licence to produce Shiran silver pennies.

40. MINERS' GUILD
Guildhall and hostel for miners when in Shiran.

41. USURER/MERCANTYLER (Kabin of Quaridos)
Size: 2 Quality: *** Prices: high
Occasionally dabbles in slave trading.

42. METALSMITH (Aymin of Sharath)
Size: 4 Quality: **** Prices: average
Specialty: ironwares of all kinds.

43. CLOTHIER (Parsim of Azain)
Size: 14 Quality: ***** Prices: high +
Weaves superb, vivid cloths, good enough for export.

44. SEAMANS' GUILD
A hostel and hiring hall for local seamen.

45. TENTMAKER (Kerbin of Thaimel)
Size: 4 Quality: ***** Prices: average
Harn's best tentmaker; uses the dyes for which Shiran is famous to produce brighly coloured tents and awnings.

46. HIDEWORKER (Feben of Yarasin)
Size: 12 Quality: *** Prices: average
Specialty: boots and sandals.

47. CLOTHIER (Goril of Ardair)
Size: 20 Quality: **** Prices: high
Specialises in the manufacture of a wide variety of vivid dyes which are in demand throughout Harn. He is capable of providing a full variety of goods, but will often refer customers to another clothier.

48. SLAVER/MERCANTYLER (Eben of Kantar)
Size: 9 Quality: *** Prices: average
Primarily concerned with training and trading of gladiators and victims for the Pamesani. Also involved with some beast procuring and training.

49. MASON (Tharain of Erelun)
Size: 6 Quality: *** Prices: average
Tharain is forever seeking government financing to build a retaining wall to prevent further erosion in the Undercut [3]. He claims the entire city is in danger unless something is done soon.

50. SLAVER/MERCANTYLER (Herth of Xyrin)
Size: 4 Quality: *** Prices: average
Involved mainly in trading and training gladiators and victims for the Pamesani Games, but also trades in pleasure slaves as a sideline.

51. LITIGANT (Jerian of Tredath)
Size: 3 Quality: *** Prices: average
Specialty: contracts, deeds, wills.

52. PERFUMER (Himen of Haradel)
Size: 9 Quality: **** Prices: average
Specialty: scented soaps.

53. USURER/MERCANTYLER (Shian of Ulter)
Size: 2 Quality: *** Prices: average

54. APOTHECARY (Lashta of Frisel)
Size: 2 Quality: ** Prices: high
Specialty: aphrodisiacs.

55. LEXIGRAPHER (Soltis of Virime)
Size: 3 Quality: ** Prices: low
A competent scribe, but sells inferior wares.

56. POTTER (Hath of Ochael)
Size: 6 Quality: *** Prices: average
Specialty: urns, vases, and jars.

57. JEWELLER (Peld of Puthenya)
Size: 4 Quality: *** Prices: average
Specialties: seals, gold and silver smithing, and illegal minting of coins.

58. LOCKSMITH (Tarth of Chakair)
Size: 2 Quality: ** Prices: low

59. LEXIGRAPHER (Mindain of Sorori)
Size: 4 Quality: * Prices: average
Specialty: maps. A drug addict.

60. TOYMAKER (Uther of Rabail)
Size: 2 Quality: **** Prices: average
Sells the products of local artists on consignment.

61. THE CRIMSON PALACE (Merele of Hetha)
Size: 19 Quality: ***** Prices: high +
Harn's most famous house of courtesans. For those who can afford it, this establishment is a must; beautiful, superbly skilled courtesans, amid luxurious and highly erotic surroundings.

62. HOUSE OF THE SEVEN JOYS (Lerieme of Tamel)
Size: 14 Quality: ***** Prices: high
Probably Harn's second best house of courtesans.

63. BROTHEL (Erebene of Wesin)
Size: 8 Quality: *** Prices: average
Has a hard time competing with the local courtesans. Caters primarily to the lower and lower middle classes.

64. PHYSICIAN (Chrinsa of Aquil)
Size: 3 Quality: *** Prices: high
Chrinsa is the youngest sibling of a wealthy Thardic senator; his father disapproves of his chosen vocation, but has provided his son with the financial backing to operate a well-appointed business catering to an exclusive clientele.

65. PHYSICIAN (Lokin of Swarinon)
Size: 2 Quality: **** Prices: average
Shiran's most competent physician.

LOCATION: Kingdom of Kaldor
STATUS: Royal Seat
GOVERNMENT: King/12 Aldermen (civil)
King/Constable/Sheriff (military)
POPULATION: 11,400 (approx.)

The largest settlement of the Kingdom of Kaldor and the principal seat of the royal clan Elendsa. Tashal, the second largest city on Harn, is not noted for its architecture, although it does boast impressive fortifications. Extensive and labyrinthe underground tunnels of vague origin exist beneath the city. Few know of these tunnels, fewer still explore them; they are unlit, dank, and prone to flooding by the Kald River.

HISTORY

Tashal was founded by Shala of Kephria on the ruins of Kelapyn-Anuz, an eastern outpost of Lothrim's federation. During the early years of the Migration Wars, the barbaric Kath nation destroyed most of Kephira's lands, although Tashal was seized by King Medrik of the neighbouring Kingdom of Serelind. Medrik made Tashal his principal seat when he proclaimed the Kingdom of Kaldor. For five centuries, Tashal has remained the gem in the Kaldoric crown, the heart of the kingdom (or at least the principal source of revenue) for twenty three monarchs. Tashal was able to escape most of the devastation to which the countyside was subjected throughout two civil wars, largely due to her impressive walls. Nevertheless, crop burnings caused the death by starvation of many Tashalans.

CHRONOLOGY

121 TR: Kelapyn-Anuz sacked.
128 TR: City founded on these ruins
Kingdom of Kephira proclaimed
188 TR: Medrik seizes Tashal
Kingdom of Kaldor proclaimed
210 TR: Caer Tane finished
362 TR: Kaldoric Civil War begins
377 TR: Battle of Kiban, Civil War ends
406 TR: Assassination of King Uthred
The Restoration
599 TR: Baronial Revolt
603 TR: House of Elendsa founded
605 TR: Caer Tane renamed Caer Elend
620 TR: Rebuilding of Caer Elend finished
672 TR: Salt War (672-73)
Battle of Chelna Gap
675 TR: Treasure War (675-687)

GOVERNMENT

As a royal city, Tashal is always in the king's eye, and he keeps a close grip on the royal bureaucracy. While the town's twelve aldermen, like most such officials on Harn, tend to pass their office from parent to offspring, royal assent is necessary to their succession, and they are deemed to serve at "the king's pleasure". Kaldoric monarchs have, over the years, taken an active role in the administration of Tashal; the distinct possibity of removal from office (perhaps from the world itself) colours the behaviour of all officers of the crown. Aldermen are directly responsible to the crown and it is considered unhealthy to forget this. In this regard, Tashal is one of the most tightly controlled cities on the island. Nevertheless, as long as the aldermen meet their obligations to their soverign, they are given fairly free reign in the execution of their judicial and other functions. Tashal's courts are fairly free of corruption; most would admit they were fair, if strict. Military authority in the city is retained by the crown and executed on the soverign's behalf jointly by the Sheriff of Semeth (Tashal is within Semethshire) and by the constable of Caer Elend (who wields most of the actual, day to day policing power by virtue of his command of the royal garrison). These various officials will appoint the usual selection of lesser bureaucrats.

ECONOMICS

Tashal has developed into Harn's most active trading centre due to its strategic location at the termini of four trails: the Salt Route to Tharda, the Fur Road to Orbaal, the Silver Way to Azadmere and the Genin Trail to Thay. Every spring, four large caravans converge on Tashal along these arteries. The diverse products they bring are busily traded throughout the summer months in something of "carnival atmosphere" and, as autumn commences, four caravans bear away goods to the north, south, east and west. Because of its trading pre-eminence, Tashal has some of the wealthiest guilds on Harn. A lucrative, if small commerce has recently developed between Azadmere and Tashal, high quality Khuzan weapons and jewellery being traded mostly for food. Tashal also produces good vellum, and large quantities of wool and woolens, the only locally produced goods of sufficient quality for export. Tashalan mercantylers venture all over Harn and sometimes reach Lythia in their search for profit.

GUILDS

Apothecary: [46]
Chandlers: [59] [65]
Clothiers: [32] [40] [57] [80]
Courtesans: [12]
Embalmers: [35] [60]
Glassworker: [50]
Heralds: [7]
Hideworkers: [58] [68]
Innkeepers: [25] [26] [27] [28] [29] [30] [31]
Jewellers: [56] [69] [76]
Lexigraphers: [39] [48] [63] [66]
Lia-Kavair: [15]
Litigant: [37] [43] [79]
Locksmiths: [42] [49]
Masons: [61] [74]
Mercantylers: [11] [44] [45] [55] [77]
Metalsmiths: [47] [70] [78]
Miller: [62]
Ostlers: [26] [28] [31]
Perfumers: [54] [64]
Physicians: [16] [17]
Potters: [51] [52] [75]
Salters: [34] [53] [67]
Shipwright: [14]
Tentmaker: [71]
Thespians: [8]
Timberwrights: [9]
Weaponcrafters: [36] [73]
Woodcrafters: [33] [41] [72]

TAXES

Property: 9% per annum (residential)
Property: 7% per annum (business)
Hawking: 10% goods value
Bonding: 2% goods value per month

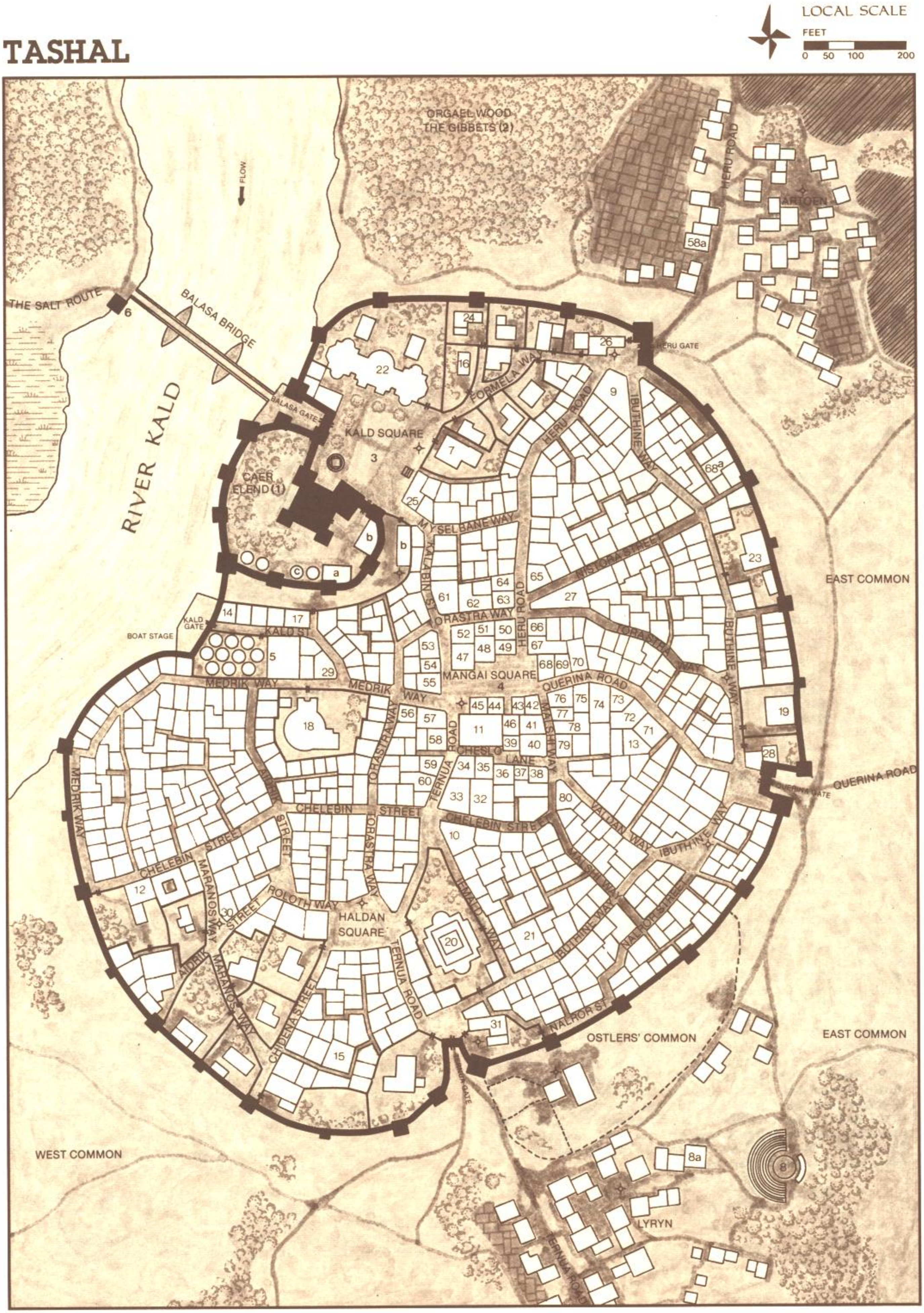
RELIGION

The religious climate of Tashal is typical of eastern Harn; the churches of Larani and Peoni have tax-exempt status, and the occasional endowment. Worship of Agrik, Morgath or Naveh is punishable by death. Other faiths are tolerated, but not encouraged.

TEMPLES

[18] HALEA (Order of the Silken Voice)
[19] ILVIR (Order of the Yellow Hand))
[20] LARANI (Order of the Spear of Shattered Sorrow)
[21] NAVEH (Sect inapplicable/covert and illegal)
[22] PEONI (Order of the Balm of Joy)
[22] PEONI (The Irreproachable Order)
[23] SARAJIN (Clan Endjan)
[24] SAVE-K'NOR (The Hyn-Aelori)

TASHAL


LOCAL SCALE
FEET
0 50 100 200
ORGAEL WOOD
THE GIBBETS (2)
HERU ROAD
ARTOEN
58a
THE SALT ROUTE
6
BALASA BRIDGE
FLOW
RIVER KALD
BALASA GATE
24
26
HERU GATE
16
22
FORMELA WAY
9
HERU ROAD
IBUTHINE WAY
KALD SQUARE
3
7
68a
CAER ELEND (1)
25
MYSELBANE WAY
b
b
a
c
KALABIN ST.
65
MISTORA STREET
23
EAST COMMON
61
62
63
64
27
14
17
KALD GATE
BOAT STAGE
KALD ST.
ORASTRA WAY
HERU ROAD
52
51
50
66
67
ORASTRA WAY
IBUTHINE WAY
5
53
54
55
47
48
49
68
69
70
29
MEDRIK WAY
MEDRIK WAY
MANGAI SQUARE
4
QUERINA ROAD
18
56
57
58
45
44
43
42
76
75
74
73
19
11
46
41
77
78
72
71
39
40
79
13
28
MEDRIK WAY
ORASTRA WAY
ADRIK
TERNUA ROAD
CHESLO LANE
MALSHI WAY
59
60
34
35
36
37
38
33
32
80
QUERINA GATE
QUERINA ROAD
CHELEBIN STREET
CHELEBIN STREET
10
VALDAN WAY
IBUTHINE WAY
CHELEBIN STREET
MARANOS WAY
ORASTRA WAY
12
ROLOTH WAY
HALDAN SQUARE
30
STREET
20
MALDUI WAY
21
MALSHI WAY
NALROR STREET
IBUTHINE WAY
ADRIK
MARANOS WAY
CHIDENA STREET
TERNUA ROAD
15
31
NALROR ST
OSTLERS' COMMON
EAST COMMON
GATE
WEST COMMON
8a
8
LYRYN
TERNUA ROAD

©1983 N. Robin Crossby

CITY MAP INDEX

1. CAER ELEND
   The principal residence of the King of Kaldor, Miginath. The keep is seven stories (70' approx.) high and eighty five feet square; there are two underground levels, but the lowest is generally too damp for human habitation. Caer Elend was rebuilt between 605 and 620, at which time it was given its present name, after the royal house of Elendsa. The citadel houses most of the permanent organs of the Kaldoric government, including the Royal Mint and Treasury. The outer walls, and those of the city, are twenty five to thirty feet high; towers are fifteen to twenty feet higher. When the king is present most of the mobile organs of government are housed here. When he is absent, the citadel is governed on his behalf by the constable. [a] House of Aikris, bonded master weaponcrafter to Caer Elend. [b] House of Seredia, bonded master ostler to the citadel - Seredia administers stables/yards both within and just outside the citadel. The outer yard is also used as a marshaling yard for miscellaneous equipment, and occasionally as an ostlers' common. [c] Granaries - at least a month's provisions on hand.

2. ORGAEL WOOD (The Gibbets)
   Most residents refer to Orgael Wood as "The Gibbets". Corpses of executed criminals are hung here to rot; not a pleasant place. Most deem it haunted and lights are often seen here at night. Smugglers use the wood as a rendezvous, but they sometimes disappear. There are several legends of buried goods whose owners have vanished. The Lia-Kavair have a secret tunnel into the wood.

3. KALD SQUARE
   Also called by residents "Punishment Place". The Hrypaen, located in the southwest corner next to the keep, is an elaborate raised platform used for executions of all types. A pillory and well are located on the east side. Except during executions, the square is a quiet, introspective place.

4. MANGAI SQUARE
   The Tashal Marketplace. During the spring and summer caravan time the market spills over into the adjoining streets. The market is open from dawn to mid-afternoon every day except holidays.

5. BONDING HOUSE AND GRANARIES

6. TOLLHOUSE
   Standard tolls are charged to cross the Balasa Bridge going either way. The tollhouse is a two story stone and timber structure, manned by at least four men at all times. The gate on the Tashal side (like most gates) is kept closed at night. The guards are reluctant to open it after dusk; an extra (unofficial) fee might pursuade them.

7. ENCLAVE OF THE HOLY OAK
   The residence of the chief herald of Kaldor, the Acorn King of Arms, and the Tashal College of Heralds.

8. THE AMPHITHEATRE
   The Tashal Amphitheatre seats over 900. It is administered by the Company of Esaldin, a company of Thespians headquartered at (8a). The facility is used mainly for dramatic performances by travelling companies. Shows are held most holidays.

9. TIMBERWRIGHTS' GUILD
   A hostel and warehouse.

10. HALL OF THE MANGAI
    A meeting place used by various guildsmen. The Tashal chapter of the Mangai meets here quarterly. The town council holds court here monthly, and individual aldermen between times.

11. MERCANTYLERS' HALL
    The Tashal commodities exchange - members only.

12. FLOATING WORLD OF THREE HEAVENS
    Size: 12 Quality: *** Prices: average
    The only house of the Courtesans' Guild in Tashal. Its business is officially frowned on, but Myrele of Obelon does a good business.

13. BROTHEL (Kesyne of Aweil)
    Size: 8 Quality: *** Prices: average

14. SHIPWRIGHT (Irian of Kephis)
    Size: 3 Quality: *** Prices: average
    Builds only boats that will fit through the Kald Gate. Makes most of his money building small river craft, and selling nets and cordage.

15. GUILDHALL OF THE LIA-KAVAIR
    The Tashal chapter of the thieves' guild is fairly wealthy. The guildhall is connected by tunnels to the "underground". (See: next page)

16. PHYSICIAN (Goshal of Aswain)
    Size: 3 Quality: **** Prices: average

17. PHYSICIAN (Seperlyne of Kail)
    Size: 2 Quality: ***** Prices: low
    One of Harn's best, and most altruistic doctors. He is forced to turn away patients because of the incredible demand on his services.

18. TEMPLE OF HALEA
    Order of the Silken Voice. Many of the merchants of Tashal favour Haleanism. The temple is wealthy, but has been unable to gain much political influence in Kaldor.

19. TEMPLE OF ILVIR
    Order of the Yellow Hand. There are probably only six or eight priests at this temple at any time. It serves more as a hostel for would be pilgrims to Araka-Kalai. The city of Tashal, or more properly the ruins of Kelapyn-Anuz, seem to have some significance to the clerics of Ilvir. Lothrim apparently secured a tome sacred to the deity that he secreted in the old city. The local priests believe the holy book is still hidden somewhere beneath the city.

20. TEMPLE OF LARANI
    The largest temple of the Order of the Spear of Shattered Sorrow. The temple contains a chapter house of the fighting-order, the Lady of Paladins.

21. TEMPLE OF NAVEH
    The leading temple of Naveh in eastern Harn. The temple is covert, illegal and widely feared, although many doubt its very existence. The building is connected to the tunnels beneath the city. The clerics know more of the Tashalan underworld than anyone else.

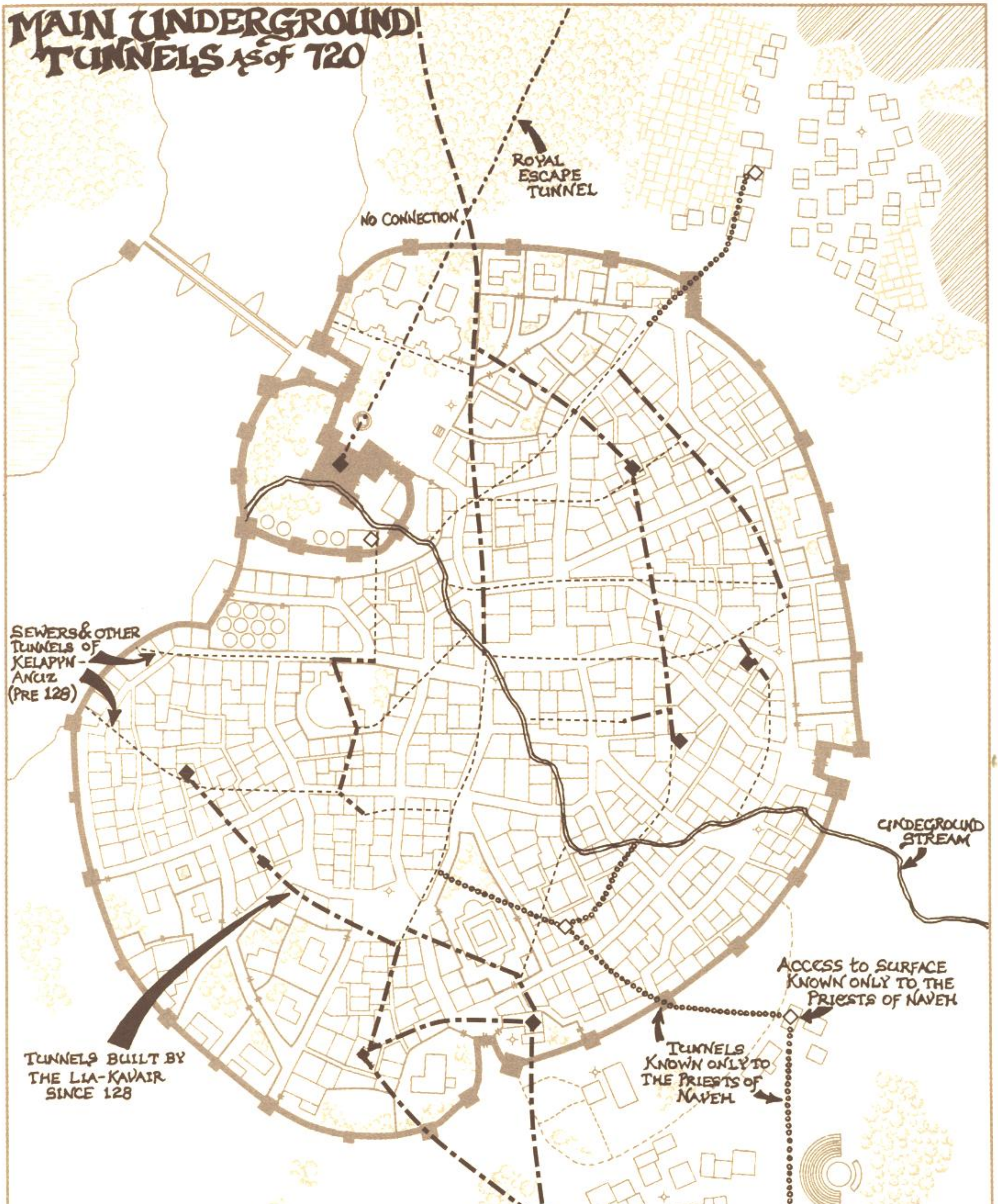
22. TEMPLE OF PEONI
    The west wing houses the Irreproachable Order and the east is occupied by the order of the Balm of Joy. The central block is a common area and contains administrative facilities and halls of worship. The two buildings to the north are infirmaries (one male and one female).

23. TEMPLE OF SARAJIN
    The clanhouse of Horveal. The worship of Sarajin is not particularly popular in Tashal. The temple is used primarily by Orbaalese traders and miscellaneous travellers, and by the small community of Ivinian immigrants.

24. TEMPLE OF SAVE-K'NOR
    Order of the Hyn-Aelori. The temple has collected several dozen books and artifacts from the time of Lothrim, a major subject of study.

TASHAL 4

LOCAL SCALE
FEET
0
50
100
200


MAIN UNDERGROUND TUNNELS AS OF 720

ROYAL ESCAPE TUNNEL
NO CONNECTION
SEWERS & OTHER TUNNELS OF KELAPYN-ANUZ (PRE 128)
UNDERGROUND STREAM
ACCESS TO SURFACE KNOWN ONLY TO THE PRIESTS OF NAVEH
TUNNELS KNOWN ONLY TO THE PRIESTS OF NAVEH
TUNNELS BUILT BY THE LIA-KAVAIR SINCE 128
ACCESS TO SURFACE

©1983 N. Robin Crossby

25. THE RED FOX (Melin of Soral)
Size: 5 Quality: *** Prices: average
The city's most sedate tavern. Clientele are mostly middle class guildsmen.

26. THE TOWER INN (Sepian of Ashel)
Size: 8 Quality: **** Prices: high
Freemaster ostler, Kirl of Onan. Serves hearty meals, heady ale, and has good accomodations. Popular with travellers and a favourite haunt of prostitutes.

27. THE COIN AND BROOM (Lorel of Ibin)
Size: 7 Quality: *** Prices: average
Clientele are mostly urban labourers.

28. THE IRON BELL (Rosak of Kass)
Size: 4 Quality: ***** Prices: high
Freemaster ostler, Shain of Arbar. The tavern most favoured by gentlefolk. Wines imported from Lythia by way of Melderyn are available.

29. THE GARB AND FLAIL (Jaril of Varsin)
Size: 3 Quality: *** Prices: low
The tavern favoured by farmers visiting town.

30. THE SEVEN STARS (Dafydd of Ewen)
Size: 6 Quality: *** Prices: average
Dafydd is a huge man of Jarin descent who will not serve Ivinians.

31. THE SPURS (Halime of Falesh)
Size: 8 Quality: *** Prices: low
Halime is the "guildmaster" of the Lia-Kavair in Tashal; his younger brother, Ardail of Falesh, operates the attached stables. The cellar has a secret door leading to the underground. His low prices attract patrons, but things often go missing from guests' rooms, sometimes even the guests.

32. CLOTHIER (Kolyn of Armel)
Size: 10 Quality: **** Prices: average
Specialty: woolens.

33. WOODCRAFTER (Inen of Gwyffid)
Size: 8 Quality: *** Prices: average
Specialty: coopering and wagonmaking.

34. SALTER (Kaldarias of Aelin)
Size: 3 Quality: *** Prices: high
Specialty: salted and smoked salmon/trout

35. EMBALMER (Orin of Saldim)
Size: 3 Quality: *** Prices: average
Orin is somewhat jocular for his trade, but does a good business with middle class Tashalans.

36. WEAPONCRAFTER (Kuvel of Charin)
Size: 3 Quality: ***** Prices: high +
Kuvel hails from Habe Keep (near Azadmere) where he acquired some knowledge of Khuzan weaponry. His swords and mail are very good. He can generally obtain Khuzan weapons on request, but the prices of these are very high (300-500%) and delivery can take three months.

37. LITIGANT (Ymar of Elwen)
Size: 2 Quality: ** Prices: average
Specialty: cases involving little work and high fees.

38. TOYMAKER (Caro of Sarl)
Size: 1 Quality: *** Prices: average
Also sells products of local artists on consignment.

39. LEXIGRAPHER (Keldis of Orien)
Size: 1 Quality: * Prices: average
Specialty: maps. Keldis has too much imagination but does make nice-looking maps and is fairly well off.

40. CLOTHIER (Baris of Aikar)
Size: 6 Quality: **** Prices: average
Specialty: woolen cloths and yarns.

41. WOODCRAFTER (Tarl of Barda)
Size: 4 Quality: *** Prices: average
Specialty: furniture, especially beds.

42. LOCKSMITH (Jere of Merlim)
Size: 3 Quality: **** Prices: average
An expert at installing secret doors, traps, etc.

43. LITIGANT (Shotro of Quiribor)
Size: 6 Quality: **** Prices: average
Tashal's best litigant, specializing in commercial activities; his services are in high demand by Tashalan mercantylers and guildsmen.

44. USURER/MERCANTYLER (Pesera of Hendel)
Size: 3 Quality: *** Prices: average
Specialty: financing Thardic trade; his promissory notes are readily accepted in Coranan and Aleath.

45. USURER/MERCANTYLER (Querene of Valain)
Size: 4 Quality: *** Prices: average
One of the few female mercantylers on Harn. She is mainly a financier of caravan expeditions and quite wealthy.

46. APOTHECARY (Lorin of Lorinsen)
Size: 3 Quality: **** Prices: high +
In addition to the normal apothecary skills, Lorin is a reliable alchemist but does not belong to the Guild of Arcane Lore.

47. METALSMITH (Geldane of Dysel)
Size: 6 Quality: **** Prices: high
Specialty: brass, copper, and pewter wares.

48. LEXIGRAPHER (Ariam of Chuzyn)
Size: 3 Quality: **** Prices: average

49. LOCKSMITH (Harain of Thestal)
Size: 2 Quality: *** Prices: average
A new franchisee.

50. GLASSWORKER (Bae of Rysten)
Size: 3 Quality: **** Prices: average
Glasswares imported from Evael are sometimes available.

51. POTTER (Vadir of Dyrebor)
Size: 3 Quality: **** Prices: average
Specialty: well crafted jars, urns, and vases.

52. POTTER (Pasun of Cybela)
Size: 4 Quality: *** Prices: average
The best source for Coranan and Thay pottery.

53. SALTER (Uril of Asaka)
Size: 5 Quality: *** Prices: high
Uril dominates the salt trade in Tashal, supplying more than 70% of the bulk salt consumed in the city. Most of his salt comes from Tharda.

54. PERFUMER (Norbin of Kramel)
Size: 2 Quality: *** Prices: average
Specialty: soap.

55. USURER/MERCANTYLER (Kirlin of Pasena)
Size: 5 Quality: *** Prices: high
Kirlin is something of a pawnbroker as well as traditional moneylender. Valuable items pledged against a loan (usually 20% of actual value) which are not redeemed within the time allowed (usually six months) may be available for bargain prices, although most such items are sold to an appropriate guilded freemaster for resale. Items are redeemable by their owner, within the six month period, for pledge value plus 5-10% per month.

56. JEWELLER (Vuris of Pendalian)
Size: 3 Quality: *** Prices: average
Specialty: gold and silver smithing.

57. CLOTHIER (Melsene of Irin)
Size: 10 Quality: *** Prices: average
Specialty: Woolen cloths for export.

58. HIDEWORKER (Arbin of Elway)
Size: 6 Quality: *** Prices: average
The tannery is in the Village of Artoen [58a].

59. CHANDLER (Shylir of Quardin)
Size: 4 Quality: *** Prices: average
A traditional chandler.

60. EMBALMER (Iame of Sediel)
Size: 4 Quality: **** Prices: high
The embalmer used by most wealthy Tashalans and some nobility.

61. MASON (Ralda of Ubel)
Size: 14 Quality: *** Prices: average
Specialty: fortifications. Owns a stone quarry between Tashal and Heru and is favoured by local nobility for manor, keep, and castle maintenance.

62. MILLER/MILLWRIGHT (Corfyn of Anefris)
Size: 5 Quality: *** Prices: average
Specialty: baking. The mill is powered by oxen and, like most such establishments, is owned by the guild (to which Corfyn is bonded). Most milling occurs in the countyside.

63. LEXIGRAPHER (Saryse of Naradas)
Size: 2 Quality: **** Prices: average
Specialty: vellum and parchment scrolls for export to Azadmere, Chybisa, and Thay.

64. PERFUMER (Korin of Merlyme)
Size: 3 Quality: **** Prices: high
Shiran perfumes are generally available.

65. CHANDLER (Rolyd of Geldesaan)
Size: 4 Quality: *** Prices: high
Geldesaan is of Orbaalese extraction. He stocks a range of items produced by other guilds at a mark up of 20-35%. He is open between noon and dusk.

66. LEXIGRAPHER (Harien of Guinas)
Size: 2 Quality: **** Prices: high
Has a secret formula for permanent ink. He also imports Shiran red and green dyes to produce the only coloured inks on Harn.

67. SALTER (Ashain of Tobira)
Size: 3 Quality: *** Prices: high
Specialty: salted meats

68. HIDEWORKER (Diryn of Erlesh)
Size: 5 Quality: ** Prices: average
The tannery is on the northeast side of town [68a].

69. JEWELLER (Lasar of Taldirien)
Size: 2 Quality: **** Prices: high
Specialises in fine jewellry. Imports some wares from Azadmere.

70. METALSMITH (Vaber of Kateris)
Size: 7 Quality: *** Prices: average
Specialty: ironwares of all kinds.

71. TENTMAKER (Aldin of Charion)
Size: 5 Quality: *** Prices: average
Does an excellent business during the summer caravan months, selling tents and awnings to traders.

72. WOODCRAFTER (Parsume of Sethsen)
Size: 8 Quality: *** Prices: average
Specialty: furniture.

73. WEAPONCRAFTER (Obras of Kyfa)
Size: 3 Quality: *** Prices: average
Khuzan weapons sometimes available.

74. MASON (Horidon of Tabral)
Size: 9 Quality: **** Prices: average
Horidon is popular with wealthy Tashalans, building quality homes at reasonable prices. He imports Telen Stone from Tharda (at great expense) for his very rich clients. Most of the temples in Tashal have been built by the House of Tabral, in generations past.

75. POTTER (Chymel of Veriel)
Size: 5 Quality: **** Prices: average
Specialty: ceramics of all kinds. Superior Thay pottery is generally available, particularly during the summer and early autumn.

76. JEWELLER (Jarlath of Asane)
Size: 3 Quality: *** Prices: average
Speciality: seals and engraving. The House of Asane formerly held the license to mint silver pennies in Kaldor, but this is now done by a bonded master jeweller to the Royal Kaldoric Mint.

77. USURER/MERCANTYLER (Ryle of Wythias)
Size: 2 Quality: ** Prices: low
Makes a tidy profit by coin clipping.

78. METALSMITH (Uvienela of Dyselsen)
Size: 4 Quality: **** Prices: average
Specialty: tools and horseshoes.

79. LITIGANT (Charance of Drelin)
Size: 2 Quality: **** Prices: high
Specialty: court arguments. He has won 80-90% of his client's cases.

80. CLOTHIER (Haber of Sarlis)
Size: 6 Quality: **** Prices: high
Speciality is fine embroidery at high prices. Also exports choice items to Azadmere, and has done work for the Kings of Kaldor and Chybisa.

LOCATION: Kingdom of Melderyn
STATUS: Chartered Freetown
GOVERNMENT: Lord Mayor/10 Aldermen (civil)
Lord Mayor/Lord Warden (military)
POPULATION: 4,200 (approx.)

A seaport located at the mouth of the River Horka in the mainland part of the Kingdom of Melderyn. The hand of the Melderyni king has traditionally rested lightly on its affairs and Thay is the most independent of Harn's three freetowns. Because of its origins, Thay has many similarities to Aleath.

HISTORY

Thay is Harn's youngest city, founded less than 150 years ago by refugees from Aleath who had fled that city before its fall to the Balshan Jihad. The refugees were (according to legend) assisted by Genin of Melderyn and were granted a charter by King Poleryn of Melderyn (557-585) to build the city. The district at that time was a fairly rich rural area that had been peaceful under the Melderyni kings for more than three centuries. The only bloody episode in Thay's brief history began in 705 when some forty Orbaalese dragonships descended on the city. The event is known as the Rape of Thay although the city's defences were not actually breached. The northerners withdrew after a few months but a second Orbaalese fleet, comprised of more than one hundred ships, sought to return two years later. Fortunately, this fleet failed to reach Thay when a freak storm intervened, dispersing the dragonships and casting many of them onto the Renda Rocks. Many Thayans attribute the storm to intervention by the mages of Melderyn who are regarded locally as Thay's benevolent guardians.

CHRONOLOGY

573 TR: Thay Founded
597 TR: Caer Arien completed (589-97)
643 TR: Existing city walls completed
705 TR: Rape of Thay
707 TR: Cape Renda Disaster

GOVERNMENT

Thay's town council is comprised of ten aldermen and a Lord Mayor, all of whom serve at the pleasure of the king, usually for life, or until retirement. The mayor is proposed for office by the aldermen and confirmed in office by royal writ. The mayorality has, since the city's founding, been the exclusive property of Clan Melesen, the clan which organized and led the Aleathian Odyssey. Aldermen are proposed for office by the Mangai and confirmed in office by the mayor; neither the king nor the mayor have ever impeached an alderman, or failed to confirm one elected by the Mangai. Although civic government is almost completely free of external influence, maritime trade is tightly restricted (See Cherafir). Military authority is vested in the Lord Mayor (acting on the advice of the aldermen); the office of Lord Warden, responsible for military matters under the mayor, is often left vacant (it is vacant in 720). The streets are well-patrolled, but citizens, unless engaged in unlawful pursuits, are relatively free to come and go as they please.

ECONOMICS

The town's guilds are well established and very active. Thay is the major Harnic port for trade with Lythia (although ships must dock first at Cherafir) and the Pilots' and Seamans' Guilds are prominent. Deposits of fine potters' clays near Menio have fostered the growth of a wealthy Potters' Guild whose products are in demand throughout the Harnic Isles and western Lythia. The Miners' and Metalsmiths' Guilds benefit from rich lead, tin, zinc and copper mines in the Highlands of northern Anadel. These minerals are also used by local potters to make some of Harn's most appealing glazes. There has been a strong tradition of fishing since the ships used in the Aleathian Odyssey were converted to the purpose.

GUILDS

Apothecary: [58]
Chandler: [33]
Clothiers: [37] [52]
Courtesans: [7]
Embalmer: [41]
Glassworker: [43]
Hideworkers: [63] [64]
Innkeepers: [28] [29] [30] [31]
Jewellers: [34] [60]
Lexigrapher: [44] [59]
Lia-Kavair: [14]
Litigant: [62]
Locksmith: [54]
Masons: [38] [46]
Mercantylers: [5] [36] [42] [47]
Metalsmiths: [35] [50] [55]
Millers: [45]
Miners: [9]
Ostlers: [29] [30] [31]
Perfumer: [40]
Physicians: [18] [19] [20]
Pilots: [11]
Potters: [48] [49] [51] [53]
Salter: [32]
Seamen: [13]
Shipwright: [10]
Tentmaker: [56]
Weaponcrafter: [61]
Woodcrafters: [39] [57]

TAXES

Property: 10% per annum (residential)
Property: 7% per annum (business)
Hawking: 11% goods value
Bonding: 2% goods value per month
Pilotage: 45d (flat fee)
Wharfage: 1d per foot per day
Registry: 70d per foot per annum

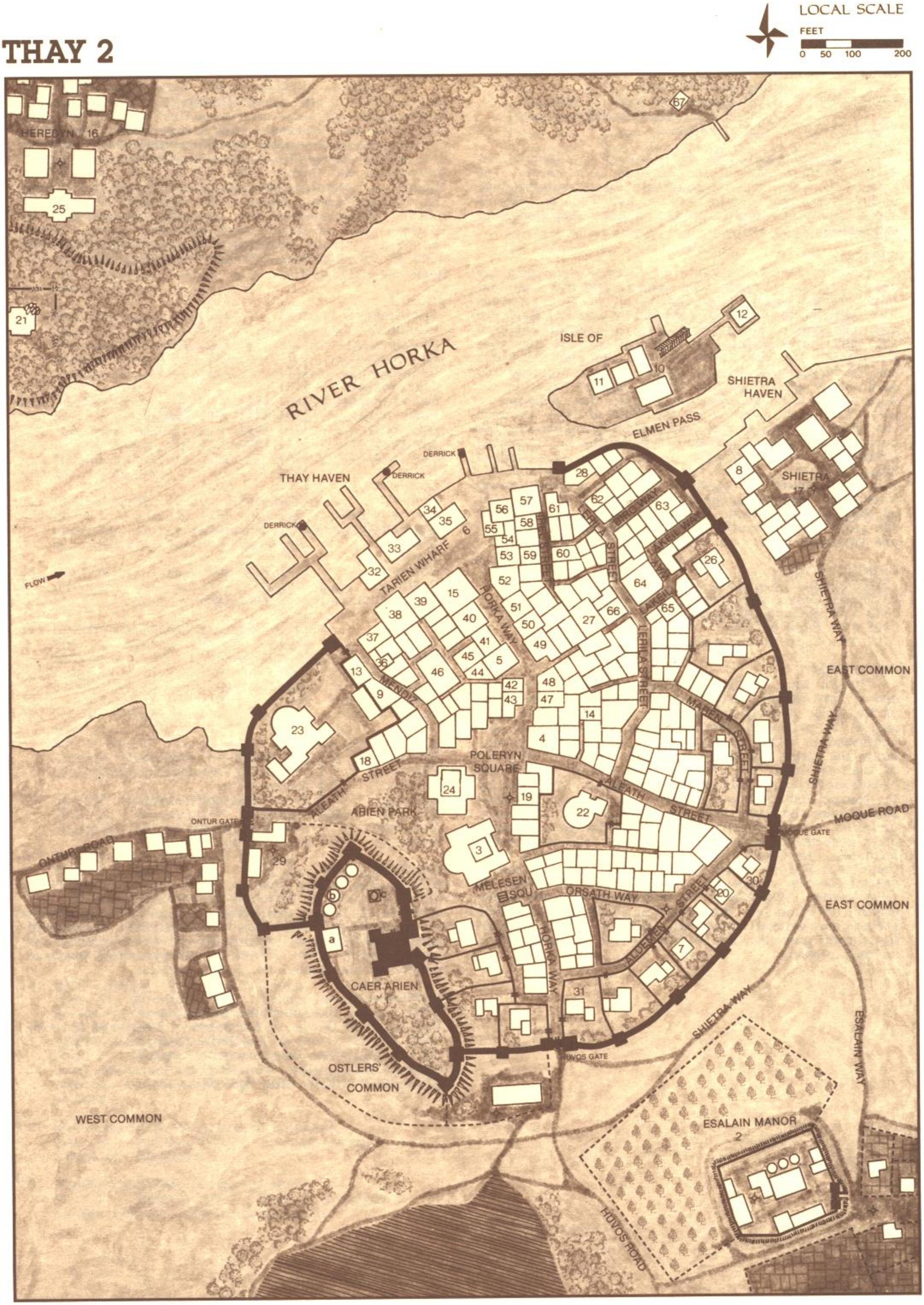
RELIGION

In Thay, as in the rest of Melderyn, the worship of Agrik, Morgath or Naveh is punishable by death. The churches of Larani and Peoni, both of whose primates are resident in Thay, are favoured with tax-exempt status and frequent endowments from the middle and upper classes. The Temple of Sarajin, the favoured religion of the Orbaalese, is not popular.

TEMPLES

[22] HALEA (Order of the Silken Voice)
[23] LARANI (Order of the Spear of Shattered Sorrow)
[24] PEONI (Order of the Balm of Joy)
[25] PEONI (The Irreproachable Order)
[26] SARAJIN (Clan Yebaaling)
[27] SAVE-K'NOR (The Hyn-Aelori)

THAY 2


LOCAL SCALE
FEET
0 50 100 200
HEREDYN 16
25
21
RIVER HORKA
FLOW
ISLE OF
10
11
12
67
SHIETRA HAVEN
ELMEN PASS
THAY HAVEN
DERRICK
DERRICK
DERRICK
DERRICK
TARIEN WHARF
6
32
33
34
35
SHIETRA
17
8
26
28
62
61
63
56
57
55
58
54
53
59
60
52
64
65
15
38
39
40
51
50
27
66
49
37
41
36
45
44
5
46
13
9
MENDIZ
42
43
48
47
14
4
23
18
STREET
ALEATH
POLERYN SQUARE
24
19
22
ALEATH
STREET
ARIEN PARK
ONTUR GATE
ONTUR ROAD
29
3
MOQUE ROAD
MOQUE GATE
MELESEN SQU
ORSATH WAY
STREET
ALDEMEN
20
30
7
31
a
b
c
CAER ARIEN
HUVOS GATE
OSTLERS' COMMON
WEST COMMON
EAST COMMON
EAST COMMON
SHIETRA WAY
SHIETRA WAY
ESALAIN WAY
ESALAIN MANOR
2
HUVOS ROAD
HORKA WAY
HORKA WAY
TERILA STREET
TERILA STREET
BIRG WAY
LAKEIL WAY
LAKEIL WAY
MAREN STREET

©1983 N. Robin Crossby

CITY MAP INDEX

1. **CAER ARIEN**
The citadel is situated on a hill and is an average of approximately forty feet above the adjacant city. The keep is about sixty five feet square and has three cellar levels and four above ground stories. The southeast tower is seven stories and has a commanding view (over six leagues on a clear day). The other towers only reach five stories. The walls of the citadel, and those of the rest of Thay, average about twenty feet from base to battlements. The keep is used primarily as a baracks for the garrison, and as the official residence of the Lord Mayor. On the rare occasions that the king visits Thay, he has stayed at Caer Arien. [a] House of Ardeth, bonded master weaponcrafter to Caer Arien. [b] Granaries. [c] The scaffold; Thay is the only city on Harn that does not have public executions.

2. **ESALAIN MANOR**
A wealthy manor, held by Sir Darlane of Artal from the Earl of Biren. Esalain's wealth is mainly due to its bountiful apple orchards and their proximity to the town. Esalain's apples are made into cider for sale at every inn in the town; the beverage is well known throughout the district. It should be noted that Esalain is only one of dozens of manors and small settlements (off map) near to Thay, supporting 15,000-16,000 rural inhabitants.

3. **PALACE OF KERPYNE**
Thay city hall. This is where the city council of 10 aldermen meet monthly, and where individual aldermen meet between times.

4. **HALL OF CIRCLES**
The Thay headquarters of the Mangai. Used primarily as a social club by guildsmen.

5. **MERCANTYLERS' HALL**
The Thay commodities exchange - Mercantylers only.

6. **TARIEN WHARF**
The Thay marketplace is open from dawn to noon except on holidays. The wharf itself is built over the river on wooden pilings. Many of the buildings here have access to the water by means of trapdoors; none have cellars. The wharf was damaged during the Rape of Thay (now repaired) when the Ivinians twice sought to storm the city at this interruption in the city's walls; both assaults were repelled by judicious placement of ballista and archers on the wharf.

7. **HOUSE OF THE RAINBOW MOON**
Size: 15 Quality: **** Prices: average
The only house of the Courtesan's Guild in Thay. The business is officially discouraged, but Elyne of Merbel's house is still prosperous.

8. **BROTHEL (Kessie of Webelar)**
Size: 7 Quality: *** Prices: average
Many of the clientele are sailors.

9. **MINERS' GUILD**
The guild is very active in northern Anadel. This building is used as a guild headquarters, hostel, and temporary warehouse.

10. **SHIPWRIGHT (Folisan of Narilyne)**
Size: 10 Quality: *** Prices: average

11. **PILOTS' GUILD**
One of Harn's most prosperous.

12. **HARBOURMASTER**
The official residence of the Thay harbour pilot. The building is three stories and has a four story wooden watchtower on the roof. Ships will be denied entry to the port of Thay unless they have properly sealed manifests from the harbourmaster of Cherafir. Local fishing vessels are exempt from this restriction, but are subject to random inspections.

13. **SEAMANS' GUILD**
One of the guild's most populous chapters. Seamen can be found here from many Harnic and Lythian ports.

14. **LIA-KAVAIR**
Because of the relatively low level of corruption in the city government, the Thay chapter of the thieves' guild is fairly poor.

15. **BONDING HOUSE**
All imports into Thay are subject to a final inspection here by zealous officials. Consignments destined for other Harnic cities require an export permit authorized by the Bondmaster to pass city gates.

16. **VILLAGE OF HEREDYN**
A leper village governed by the Peonian temple of the Irreproachable Order [25]. Despite the fact that leprosy is one of the least contagious of diseases, most people are extremely wary of lepers, stoning them rather than allowing them to approach. Lepers are generally required to carry bells. The existence of the village keeps most Thayans away from the north shore. Lepers have come here from all over Harn since this is the only place they can live with any dignity, and one of the few places they can hope for a cure. It might be noted that lepers are one class of people who can travel with a high degree of immunity; harassing them requires proximity.

17. **VILLAGE OF SHIETRA**
A village of semi-urban poor folk who are mostly involved in Thay's fishing industry. Shietra is under the jurisdiction of the city; property holders pay (reduced) property taxes. A few villagers have vegetable plots on the south side of the settlement. About half of them graze goats or other livestock on the commons.

18. **PHYSICIAN (Urith of Wasel)**
Size: 2 Quality: *** Prices: average

19. **PHYSICIAN (Ortin of Dyselsen)**
Size: 1 Quality: **** Prices: average

20. **PHYSICIAN (Anfla of Daasain)**
Size: 3 Quality: ***** Prices: high +
One of the best doctors on Harn. He may reduce his fees for poor folk.

21. **RUINED TEMPLE**
An abandoned and former Temple of Peoni, looted and destroyed by Ivinians during the Rape of Thay in 705. The Church of Peoni, reluctant to re-occupy this desecrated ground, constructed a new temple [25], and view this ruin as a "war memorial". Few locals visit the site because of its proximity to the leper colony [16].

22. **TEMPLE OF HALEA**
Order of the Silken Voice. The worship of Halea is probably less popular in Thay than in any other Harnic city.

23. **TEMPLE OF LARANI**
The Harnic headquarters of the clerical order of The Spear of Shattered Sorrow, and the seat of the Laranian Primate of Harn, Kerthede of Talvail. Talvail has misgivings about the activities of the Order of the Lady of Paladins in Solora, but she lacks the confidence to put a stop to them. She is an extremely virtuous woman, but is tormented constantly by guilt.

24. **TEMPLE OF PEONI**
The chief temple of Peoni on Harn, the seat of the Primate, Erenyla of Wainen, and the headquarters of the Order of the Balm of Joy. The temple has a small hospital on the premises. Wainen is generally regarded as a saint.

25. TEMPLE OF PEONI
The Irreproachable Order. The business of this temple mainly involves the leper village of Heredyn [16]. The order used to be located at the ruined temple on the hill to the south [21].

26. TEMPLE OF SARAJIN
The clanhouse of Yebaaling has been fairly unpopular in Thay since 705 when the Sarajin-worshiping Orbaalese attacked the city. While never actually proscribed, the temple was looted during the Rape of Thay, and the clerics of Sarajin deemed it wise to go into hiding, not to reappear until 716. Since then, the religion has gradually regained a little ground. The temple caters mainly to itinerant Orbaalese/Ivinians, and to the small immigrant colony.

27. TEMPLE OF SAVE-K'NOR
Order of the Hyn-Aelori. The business of this temple revolves around its archives. The church will often buy scrolls and curios.

28. THE SLIPPERS (Hobe of Shentel)
Size: 5 Quality: *** Prices: low
Clientele: waterfront and poor folk.

29. JORLON'S INN (Heris of Jorlon)
Size: 9 Quality: **** Prices: high
Freemaster ostler, Bersil of Enwatt

30. THE CROWN AND APPLE (Lebiras of Paril)
Size: 5 Quality: *** Prices: high
Freemaster ostler, Karo of Firian

31. THE SYBIL INN (Derene of Aelin)
Size: 7 Quality: **** Prices: high
Freemaster ostler, Abedai of Aelin (brother)

32. SALTER (Harin of Dysen)
Size: 3 Quality: *** Prices: average

33. CHANDLER (Artus of Forale)
Size: 3 Quality: *** Prices: high
Forale stocks a range of the goods of other guilds which he sells at a 20-40% mark up. He is open between noon and dusk.

34. JEWELLER (Chane of Sylen)
Size: 3 Quality: *** Prices: average

35. METALSMITH (Aryme of Indarian)
Size: 7 Quality: *** Prices: average

36. USURER/MERCANTYLER (Obral of Kephris)
Size: 2 Quality: *** Prices: average

37. CLOTHIER (Ardis of Yerien)
Size: 10 Quality: *** Prices: average

38. MASON (Haal of Dyselsen)
Size: 6 Quality: ** Prices: average

39. WOODCRAFTER (Heysen of Aletta)
Size: 11 Quality: *** Prices: average

40. PERFUMER (Tamel of Gweryff)
Size: 8 Quality: *** Prices: average

41. EMBALMER (Moren of Doweris)
Size: 3 Quality: *** Prices: average

42. USURER/MERCANTYLER (Syl of Dasen)
Size: 2 Quality: *** Prices: average

43. GLASSWORKER (Kjal of Orensaar)
Size: 4 Quality: ** Prices: average

44. LEXIGRAPHER (Besenid of Pathir)
Size: 3 Quality: *** Prices: average

45. MILLER/MILLWRIGHT (Mishen of Vandel)
Size: 5 Quality: *** Prices: average
The mill uses ox power and is owned by the guild, to which Vandel is bonded. This is mostly a baking house.

46. MASON (Kirden of Ulmerl)
Size: 8 Quality: **** Prices: high

47. USURER/MERCANTYLER (Rasha of Ekair)
Size: 3 Quality: *** Prices: average
A financier of caravans to Tashal.

48. POTTER (Hamas of Leredeth)
Size: 4 Quality: ***** Prices: high +
Possibly Harn's best potter.

49. POTTER (Tirti of Hamelwaith)
Size: 7 Quality: **** Prices: high

50. METALSMITH (Sylith of Duriel)
Size: 5 Quality: *** Prices: average

51. POTTER (Chotel of Ranastir)
Size: 6 Quality: **** Prices: high

52. CLOTHIER (Arlon of Tharid)
Size: 9 Quality: *** Prices: average

53. POTTER (Valosan of Tardael)
Size: 4 Quality: **** Prices: high

54. LOCKSMITH (Linich of Darydel)
Size: 2 Quality: *** Prices: average

55. METALSMITH (Ustyl of Gyria)
Size: 3 Quality: *** Prices: average

56. TENTMAKER (Dirida of Nashel)
Size: 5 Quality: *** Prices: average

57. WOODCRAFTER (Hael of Margila)
Size: 12 Quality: *** Prices: average

58. APOTHECARY (Kaisa of Demedsen)
Size: 1 Quality: *** Prices: average

59. LEXIGRAPHER (Merlis of Chateme)
Size: 1 Quality: * Prices: average
Specialty: crude maps.

60. JEWELLER (Lodros of Iachome)
Size: 2 Quality: **** Prices: average

61. WEAPONCRAFTER (Mariel of Tain)
Size: 3 Quality: **** Prices: high

62. LITIGANT (Pel of Vandame)
Size: 3 Quality: *** Prices: average

63. HIDEWORKER (Kymen of Modaris)
Size: 9 Quality: **** Prices: high

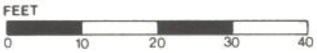
64. HIDEWORKER (Tatra of Potelin)
Size: 12 Quality: *** Prices: average

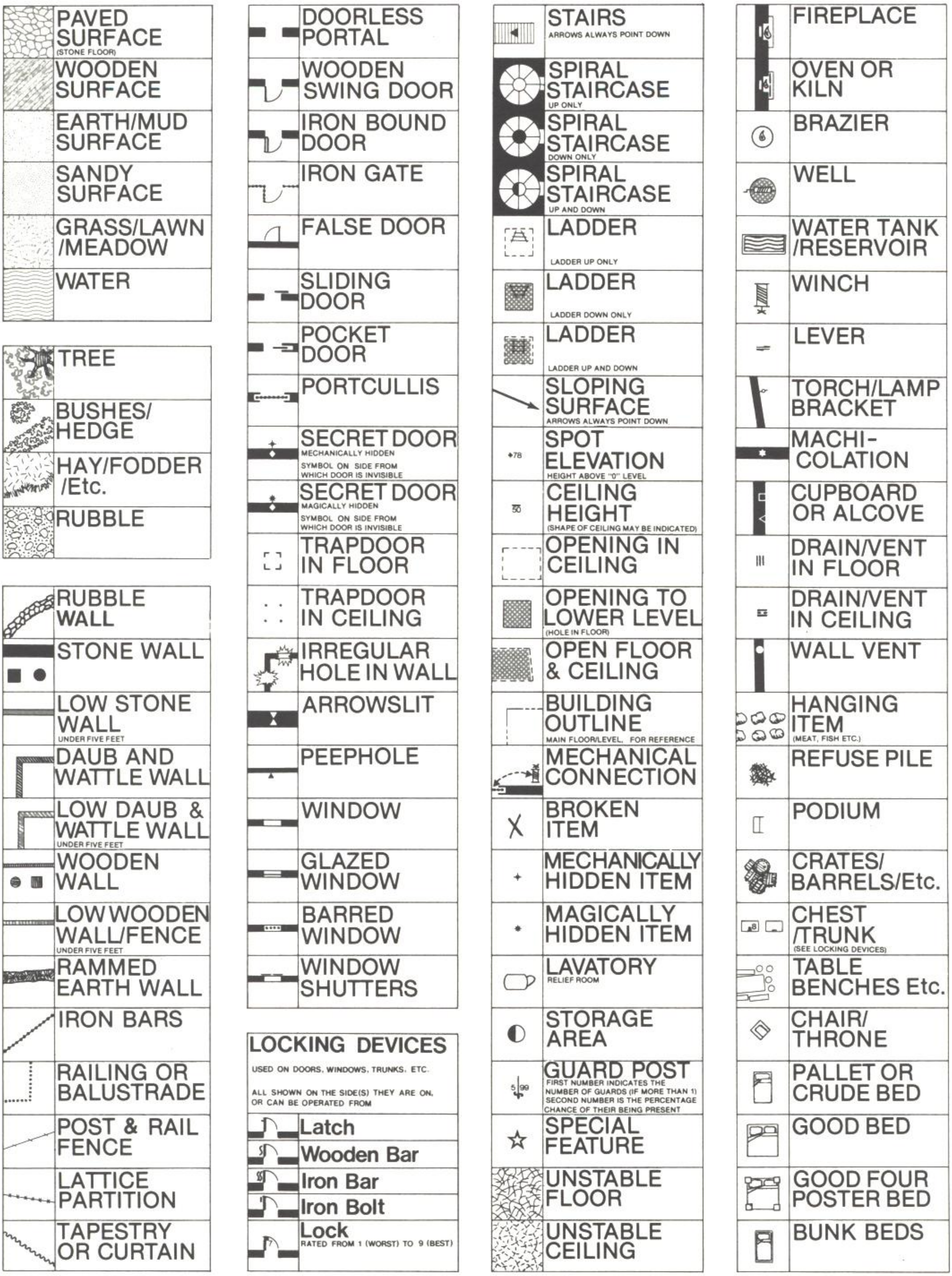
65. TOYMAKER (Manisan of Geriasten)
Size: 1 Quality: *** Prices: average
Stocks products of local artists on consignment.

66. RUGMAKER (Andain of Uvela)
Size: 3 Quality: **** Prices: high
Specialty: rugs/tapestries from Lythia.

67. COTTAGE
The dwelling of Horishen of Jelien. Jelien operates a ferry raft from his jetty. Most customers have business with the leper village of Heredyn. When he crosses the river he lands east of Shietra and, to avoid unpleasantness with those who are afraid of catching the disease, he usually conducts his operation around dawn and dusk. His fares are equivalent to standard tolls. Although Horishen himself has escaped contagion, his wife died of leprosy.

INTERIOR KEY





PAVED SURFACE (STONE FLOOR)
WOODEN SURFACE
EARTH/MUD SURFACE
SANDY SURFACE
GRASS/LAWN /MEADOW
WATER

TREE
BUSHES/ HEDGE
HAY/FODDER /Etc.
RUBBLE

RUBBLE WALL
STONE WALL
LOW STONE WALL UNDER FIVE FEET
DAUB AND WATTLE WALL
LOW DAUB & WATTLE WALL UNDER FIVE FEET
WOODEN WALL
LOW WOODEN WALL/FENCE UNDER FIVE FEET
RAMMED EARTH WALL
IRON BARS
RAILING OR BALUSTRADE
POST & RAIL FENCE
LATTICE PARTITION
TAPESTRY OR CURTAIN

DOORLESS PORTAL
WOODEN SWING DOOR
IRON BOUND DOOR
IRON GATE
FALSE DOOR
SLIDING DOOR
POCKET DOOR
PORTCULLIS
SECRET DOOR MECHANICALLY HIDDEN SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE
SECRET DOOR MAGICALLY HIDDEN SYMBOL ON SIDE FROM WHICH DOOR IS INVISIBLE
TRAPDOOR IN FLOOR
TRAPDOOR IN CEILING
IRREGULAR HOLE IN WALL
ARROWSLIT
PEEPHOLE
WINDOW
GLAZED WINDOW
BARRED WINDOW
WINDOW SHUTTERS

LOCKING DEVICES

USED ON DOORS, WINDOWS, TRUNKS, ETC.

ALL SHOWN ON THE SIDE(S) THEY ARE ON, OR CAN BE OPERATED FROM

Latch
Wooden Bar
Iron Bar
Iron Bolt
Lock RATED FROM 1 (WORST) TO 9 (BEST)

STAIRS ARROWS ALWAYS POINT DOWN
SPIRAL STAIRCASE UP ONLY
SPIRAL STAIRCASE DOWN ONLY
SPIRAL STAIRCASE UP AND DOWN
LADDER LADDER UP ONLY
LADDER LADDER DOWN ONLY
LADDER LADDER UP AND DOWN
SLOPING SURFACE ARROWS ALWAYS POINT DOWN
SPOT ELEVATION HEIGHT ABOVE "0" LEVEL
CEILING HEIGHT (SHAPE OF CEILING MAY BE INDICATED)
OPENING IN CEILING
OPENING TO LOWER LEVEL (HOLE IN FLOOR)
OPEN FLOOR & CEILING
BUILDING OUTLINE MAIN FLOOR/LEVEL, FOR REFERENCE
MECHANICAL CONNECTION
BROKEN ITEM
MECHANICALLY HIDDEN ITEM
MAGICALLY HIDDEN ITEM
LAVATORY RELIEF ROOM
STORAGE AREA
GUARD POST FIRST NUMBER INDICATES THE NUMBER OF GUARDS (IF MORE THAN 1) SECOND NUMBER IS THE PERCENTAGE CHANCE OF THEIR BEING PRESENT
SPECIAL FEATURE
UNSTABLE FLOOR
UNSTABLE CEILING

FIREPLACE
OVEN OR KILN
BRAZIER
WELL
WATER TANK /RESERVOIR
WINCH
LEVER
TORCH/LAMP BRACKET
MACHICOLATION
CUPBOARD OR ALCOVE
DRAIN/VENT IN FLOOR
DRAIN/VENT IN CEILING
WALL VENT
HANGING ITEM (MEAT, FISH ETC.)
REFUSE PILE
PODIUM
CRATES/ BARRELS/Etc.
CHEST /TRUNK (SEE LOCKING DEVICES)
TABLE BENCHES Etc.
CHAIR/ THRONE
PALLET OR CRUDE BED
GOOD BED
GOOD FOUR POSTER BED
BUNK BEDS

LOCAL KEY

FEET
0 50 100 200 300 400 500

	SCARP (ARROWS POINT DOWN)
	CLIFF (ARROWS POINT DOWN)
	CONTOUR
	DRY DITCH

░	ROUGH/BROKEN TERRAIN
▤	BOG/SWAMP
∘	RUBBLE/LOOSE ROCK
⬜	PAVED STONE SURFACE
🟨	WOOD SURFACE
🟫	EARTH/MUD SURFACE
🟩	GRASSY SURFACE
▒	SANDY SURFACE
▓	GRAVEL SURFACE
▨	ARABLE FIELD/CROPLAND
▦	VEGETABLE PLOTS

🟩	TREES
🟩	ORCHARD
🟩	BUSHES
🟩	HEDGE

▬	FORTIFIED STRUCTURE/WALL
	STONE WALL
	LOW WALL
	PALLISADE
	FENCE
━	IMPORTANT GATE
◓	CAVE/TUNNEL ENTRANCE
⌖	OUTDOOR WELL/FOUNTAIN
◫	PILLORY (Stocks)
▢	GALLOWS/BLOCK/EXECUTION SITE

🟦	OPEN WATER
🟦	OPEN WATER (MINIMUM 15' DEPTH)
🟦	PILINGS
🟦	SUBMERGED PILINGS
🟦	SUBMERGED ROCKS
🟦	SUBMERGED SAND/MUD BAR
🟦	STONE JETTY
🟦	WOODEN JETTY
🟦	FLOATING JETTY
🟦	LOG BOOM

LITHO'D IN CANADA